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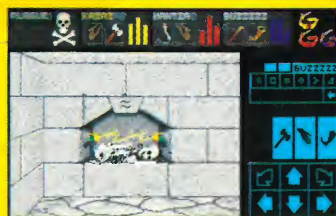
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Gary Gritter meets his  
match in **Chuck Rock**



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# IT'S GOT TO BE G

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## CRUISE FOR A CORPSE™



Screen shot from CBM Amiga.



Based in the 1920's, Inspector Raoul Dussentier is aboard a ship in the Mediterranean. But no sooner has the cruise begun when Raoul is summoned to investigate a crime – the murder of his host Niklos Karaboudjan, the Greek shipping magnate. It's up to Raoul to throw some light on this sinister mystery!

- Wide range of actions, including the option to question other characters in true Agatha Christie style.
- PC version features 256 colours, Ad Lib & Roland sonic support.
- Amiga version features 32 colours.

ATARI ST, AMIGA & PC (CGA, EGA, VGA, TANDY AD-LIB & ROLAND).

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## THE SECRET OF MONKEY ISLAND™



Screen shot from IBM PC.



A comedy set during the "golden age" of piracy in the Caribbean. The game's twisty plot leads our hero, fresh from the old world, on an hilarious, complex, swash-buckling search for the fabled Secret of Monkey Island.

- Features dazzling 3D graphics, an original reggae sound track and a point 'n' click no-typing interface.
- A wide variety of original entertaining puzzles, unravel hidden meanings in hilarious repartee.
- Proportionally scaled animated characters and cinematic pans and camera angles.

ATARI ST, AMIGA & PC (EGA, CGA, VGA, MCGA, AD-LIB, ROLAND and MT32 SOUND).

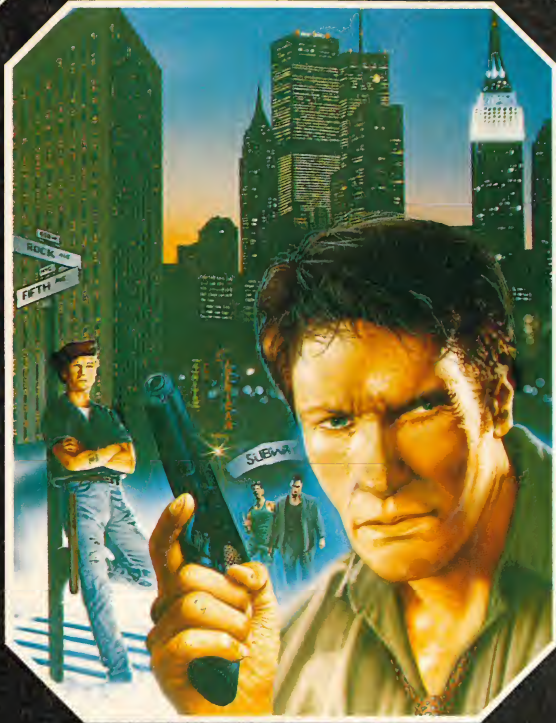
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Screen shot from IBM PC.



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Your purpose: Wipe out the criminal organisation and rescue the President's daughter.

- More than a "shoot em-up" game. Crimewave contains secret rooms, switches, keycards, different weapons, varying levels of difficulty along with a variety of other strategy elements that provide endless hours of challenge and excitement.
- A multitude of brilliant 256 colour scrolling game screens.
- Incredible digitalised "Motion Graphics" (featuring real actors and models).

ATARI ST, AMIGA & PC (EGA, MCGA, VGA, TGA and REAL SOUND™).

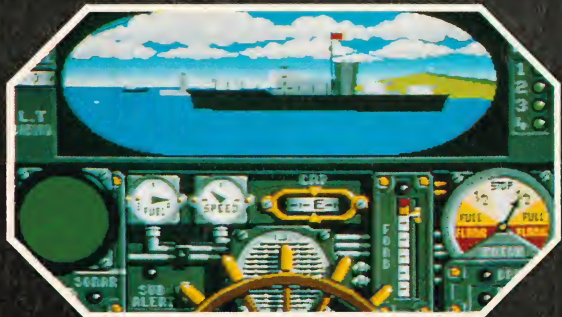
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## A.D.S.™

ADVANCED DESTROYER SIMULATOR  
From the creators of Sherman M4



Screen shot from CBM Amiga.



It's World War II – the naval forces of the world are waging war in fierce and unrelenting sea battles ... You must command the destroyer and succeed in beating naval and air forces in 15 challenging missions.

A.D.S. is a stunning sea battle simulator using 3D technology.

- 40 page manual includes detailed maps of the combat zones together with historical and technical information.
- Adjustable difficulty level will suit all levels of player.

ATARI ST, AMIGA & PC (EGA, CGA).

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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

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If you thought Falcon was the best then you're in for a shock. Flight of the Intruder upsets the flight sim league.

# Action Packed!



## News .....6

Up to the moment news on what's happening in the Amiga scene. We preview soon-to-be-released games and give you the lowdown on their development.



## Amiga Action '91 Style... ..14

Well, you have now seen the totally original and highly informative reviewing system in action and the response has been excellent. A job well done!



## Super Leagues.....16

We've compiled the most informative set of games charts that you could ever hope to see. If there's a game that you require then look no further.



## Action Cover Disk .....18

What a real corker! We give you three playable demos of the hottest games to be released. Chuck Rock, Back to the Future III and Supercars 2 are all featured.



## Boggit's Domain .....23

If adventures are your love and you're having a few problems then your best bet is to ask the Boggit. You can guarantee that he'll have all the answers.



## Demos .....106

Bring back the demos we hear you cry. Well, who are we to argue? We've not only brought the demos page back – we also given it a fancy re-design.



## Last Ninja 3 Update .....96

System 3 take the beat 'em-up to new heights. We take a sneak preview at the progress so far. And take it from us, it's looking very good.



## Giving the Game Away .....60

Don't throw them away because you're stuck! We reveal the inner secrets of Car-Vup, Dragon's Lair 2 and Turtles. If it's a clue you need then consult Small Tips.



## Flight of the Intruder Compo ....58

Not a question in sight. Mirrorsoft are offering 10 flying lessons and all you have to do is draw a picture and spot 10 differences. Could it be easier?



## Applied & Utilised.....88

If it's hardware and utilities that turn you on, it would probably be wise to skip to the none-games feature straightaway – a break from games for those boffins.



## Tech – Spec.....90

For all of you out there who have no idea on how to use the CLI or Shell, we have the answers. We'll take you step by step through this feared subject.



## Late Kick Off .....110

To cover those games that didn't quite make the issue deadline we offer you a little summary just to whet your appetite. If we believe that they deserve another more in-depth review they will be given the full treatment in the next issue.

The games that appear in this issue's Late Kick Off are:  
A Prehistoric Tale, Railroad Tycoon, Moonfall, Ski or Die and Warlord.



★ Forty-eight pages of full colour excitement crafted with the loving care of the biggest team ever assembled for a games magazine ★ Forty-eight pages of exclusive news and reviews from all the big names in games software as well as all the most exciting innovations from around the world ★ Forty-eight packed pages with features, interviews, and massive prize competitions ★ Forty-eight page weekly guide to the entire world of electronic games including all major computer and console formats, arcade action and glimpses at the state-of-the-art new world of virtual reality ★ Forty-eight unmissable pages free with the may issue of Amiga Action

# In next months Amiga Action...

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## SIDE LINERS

### CRYSTALS OF ARBOREA

Arborea, last island refuge on a submerged world – a world in chaos. The Crystals of Arborea, four crystals of great magical power, have disappeared from their sacred resting places.

Morgoth, Lord of Chaos, formerly exiled deep under the planet's surface by the warrior-gods of old and held there by the power of the crystals, once again stalks the surface of Arborea.

You, Jarel, Prince amongst your people, must travel Arborea with a band of trusted companions.

You have only your skill and cunning of a warrior and the magic of the White Arts, to defend yourself against the evil of Morgoth and his allies. Fortunately, with the help of your allies you will be able to confuse the enemy and hopefully gain the advantage.

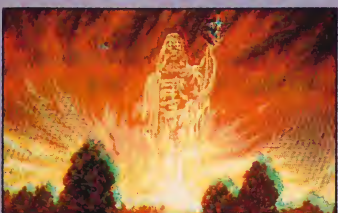
Each team member can be controlled and will be of some specific use when battling against Morgoth. These skills will become apparent as the game unfolds.

Some of the battles will be bloody and not all will go your way but you must continue the fight against evil otherwise Morgoth will take control and death and destruction will reign forever.

Crystals of Arborea is set for release in April although the price has not been established as yet. We will keep you informed.



There are some wonderful and marvelous sites to see in Crystals of Arborea and each location has been beautifully drawn to enhance the game's atmosphere. At the bottom of the screen is the status window which informs you how well you are doing. The character presently under your control is displayed in the centre of the information window and the other team members are shown to the right.



The demon has arisen from his underground domain and his conquest of evil and destruction is about to begin. Restore the crystals or all will be lost. The crystals are the source of Arborea's power and only they can restore peace and tranquillity in this land of despair and terror.

# EVIL DEMONIAK

## PURE FICTION

**D**emoniak is a combination of text adventure and simulated reality. It is the first off game in Palace's Pure Fiction series, featuring a unique new system which simulates a game-world with independent but interacting characters.

The game includes over 50 independent artificially intelligent characters, and the player can become any one of these while all other characters continue their lives 'off screen'. Thus, a vast number of perspectives and abilities are

open to the player, creating a game of remarkable depth, freedom and complexity.

Demoniak has been written by Alan Grant, a comic writer of international renown, with titles such as Batman, Judge Dredd and Strontium Dog of 2000AD fame to his credit. We couldn't show you any text screen as they were not available to us at this time.

The game is planned for release sometime in April carrying a price tag of about £29.99.

*There is plenty of villainy and death and the plot soon unfolds into something more terrible than you had originally anticipated. The characters presently in shot are shown in detail to the left of the screen.*



*Although a text adventure, some of the location graphics are excellent and extremely well detailed. The look of the game is pretty damn sinister and the plot shrouded in mystery.*

*Demoniak is evil incarnate. Demoniak is claws that rip at innocent eyes, fangs that tear the throats of angels. Demoniak is the curse that shrieks down the centuries – a scream that cries blood!*



*Demoniak has torn a hole in the fabric of your universe. Through it pour his evil hordes hell bent on conquest and gratuitous violence. You must stop him now or suffer the consequences.*



*Inventor of the protoplasmic space drive and probably the cleverest man in the universe, Doc Cortex is civilisation's only hope. Fortunately he has a cunning plan...*



# BRAT™

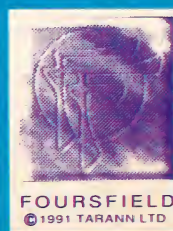
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## SIDE LINERS

### TOP SECRET HYDRA

We're in the future now and terrorists rule the seas and skies. When a top secret package must be delivered, the only courier with the skill to get through is Hydra.

With nine missions to complete, success rests on your ability to steer your Hydracraft using its supercharged speed and firepower to blast a path through the enemy. Whether you're running against a gauntlet of boats, jetskis, zeppelins, choppers, fighters or hovercraft, the game looks set to offer some extremely heart-pounding action.

Everything and everyone is against you and they will stop at nothing to sabotage your courier plans. Can you keep them at bay or will you end up like those before you – deadmeat?

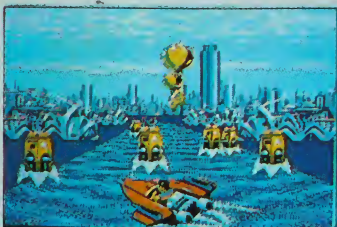
The release date has not been set or the price but we will inform you of both as and when they are available.



There are plenty of missions to choose from and each contains its own individual hazards and tasks that must be completed. Begin with the easier missions to become experienced for the harder ones later on. Should you fail your mission you will be asked to start again from scratch and you will be given a new directive. But remember, the experience all counts.



Straight in the thick of the action and you are already under attack from the enemy forces. Watch out for the islands as they will damage your craft. All kinds of different enemy craft will attack and each new one will be more vicious than the last. Keep your gun blasting and you should take some of the enemy out successfully.



Destroy the enemy formations and collect the money that is strung below the balloons. Keep an eye on your fuel level otherwise you will find yourself slowing down in front of oncoming aliens.

# HITTING THE MARK WITH DOMARK



(Far left) The units move around the map screen via the mouse and commands input by the controller. Here we see I Corp on the move to North Vietnam, but will they make it safely?

(Left) This is the main map and the centre-point for all military activity. It displays the limits of the war theatre. Shown are Thailand, Laos and Cambodia.

## N-N-N-N-NINETEEN

We already mentioned Nam 1965 – 1975 from Domark in the last issue but all we were able to show you was a photo of Domark playing soldiers. Well, the guys and gals have sent us some in-game screen pics.

There are two aspects to Nam – political and military, both of which have to be finely balanced. As Commander-in-Chief, you must

prevent South Vietnam falling to the Communist powers. Invading Viet Cong guerrillas attempt to 'win over' the population and so topple the South Vietnamese Government. You have full control over the marines, airforce and army.

The date of release was originally to be February but the product will be a little later. Expect a review in the next issue.

Trapped on an edge, you are forced to fight your way into safety against a soldier and an executioner. The axeman is armed with a deadly axe which he will use to slice your head from your shoulders.



## AHOY ME HEARTIES

The Jolly Roger's flying. Evil pirates, treasure and adventure on the high seas are all part of the action in this swashbuckling fight for food, drink, booty and revenge. These are the ingredients to Domark's Skull & Crossbones.

Unsheath your sword – there's more than treasure at stake. There are wenches to be saved and pirate ships to be overhauled. Fight

against the Arch Magus and try to avoid Medusa's deadly stare. Pirate fights pirate in this hack 'n' slash game for two players.

Pirates features some very attractive graphics and superb animation. But you will have to be skilful with your sword otherwise you will perish along with all the other would-be pirates. No release date yet but we'll keep you informed.



As a political leader, you will be scrutinised by the newspapers. Some of the reports will be favourable, others will not. If they are not you will need to take the necessary action to make you popular once again with your people.

## BUILD YOUR OWN REALITY

Ever since the appearance of the Freespace environment system, each new Freespace release has been improved and sold more than the previous. But what exactly is Freespace?

The first Freespace game to come from Domark was entitled Driller. It featured amazing 3D graphics that were realistic in that you could view them from any angle and they would still remain 'true'. In effect, a world was created that could be explored in great detail.

After Driller came Dark Side, Total Eclipse and Castle Master. Now, Domark are set to release the Freespace 3D Construction Set: You can build your own worlds to explore and your options are almost unlimited.

3D Construction Set looks to be a biggy so keep your eyes peeled. It will be available in April with the price to be announced.



(Below) Aah! A cosy fire and a spongy sofa. What more could you want? More! If you want more then you are going to have to buy the game. We've started you off anyhow, the rest is up to you.



(Above) Obviously, once you have built a house you will need some way of getting around. A car is the obvious choice and you can make it as sporty or classic as you like. The choices are limitless.



# THE DEFINITIVE DEATH RACE

# SUPERCARS II

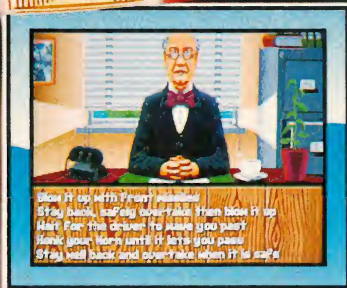
...THE NIGHTMARE CONTINUES...

Prepare to recommence motorised combat and do battle in the most brutal race of all. With a 1/2 player option, new weaponry, 20 new tracks including bridges and ramps to be jumped and improved graphics, Supercars 2 promises to be an even greater smash than the original Supercars.



Screen shots from Amiga format.

Produced by  
Magnetic Fields



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## SIDE LINERS

### THE GREAT US OPEN

The fourth disc in the series of Jack Nicklaus accessory discs, Great Courses of the US Open contains three of the most challenging and popular courses to ever host the US classic: Pebble Beach, Oakmont Country Club and Baltusol Golf Club.

Each course contains it's own series of hazards which come in the shape of hills, bunkers and the dreaded water. The view is taken from behind the golfer although the views can be switched for the best possible vantage point. You'll have to make sure that you take the wind direction into account otherwise the ball will veer off course.

The course disc, which is released by Accolade, should be around by the time you read this, with the price at £11.99.



As usual with the Jack Nicklaus Golf games, the graphics are extremely colourful and very well detailed indeed. The golfer is always shown in the centre of the screen although there is an option to view the course from different angles.



The atmosphere is tense as you step towards the table to make your shot. Will you go for a pot or attempt a safety shot? The decision is yours but you'll have to plan carefully if you are to win.

### BILLIARDS 3D

Infogrames have been extremely busy lately and they have now branched into the billiards arena.

Billiards 3D features amazing graphics that can be rotated in any direction for the best angle on your next shot. Play is very realistic and there are options for amateur as well as professional so it should appeal to experts and novices alike.

The action can also be viewed in 2D and additional features include a futuristic table, five adversaries and three different billiard tables. The game will be available in April.

NEWS

# MIRRORSOFT'S IMAGEWORKS



## PLAYING THE LITTLE BRAT

By day Brat is the most angelic baby you can ever hope to meet. But once he's asleep he starts to have the strangest dreams where he becomes a rough, tough, street smart Brat who roams the strange worlds of his dreams looking for trouble.

But despite his tough exterior,



he's still a baby and has now lost all sense of direction. You must take control of Brat and guide him safely through the strange fantasy world of Toy Town, The Park and Space World.

Brat's unique mode of control means that the game should be very playable and easy to get into.

With a huge playing area, a host of objects to collect, lots of hazards to avoid and the wildest baby you'll ever meet, Brat has all the hallmarks of a classic, so expect a full review soon.

It will be published on the Imageworks label this Spring and will set you back a measly £24.99.



## TOTAL MANIA

Mega-lo-Mania allows you to speed up the process of evolution with its unique facility to develop industry, wealth and superior weaponry. Covering nine basic ages from cave men through the two World Wars and the distant future, Mega-lo-Mania unleashes that facility to whoever plays the program.

The release date and price for Mega-lo-Mania has not been set,

## ENTER THE ROBOZONE

Robozone is set in a bleak vision of the future, the 21st century, where the big cities are so polluted that no human can survive there. So the chosen few escape to ships moored where the pollution is less severe. The masses remain in the city along with the Wolverine, a squad of robots armed with powerful weapons who are to protect the city until such time as the pollution has subsided enough for the cities to become habitable again.

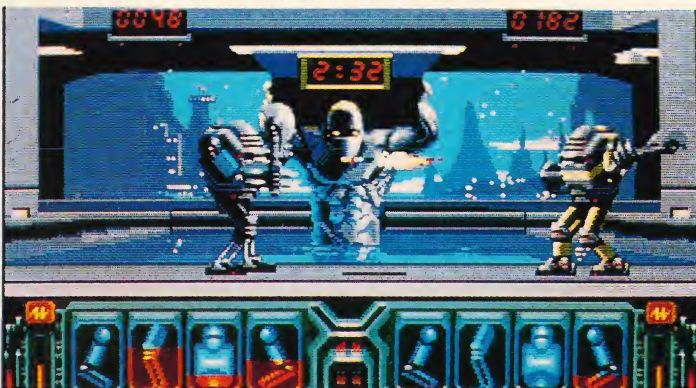
The Wolverine were subjected to increasing numbers of attacks by angry citizens who felt they had been abandoned by their government. Then, a new threat emerged – the Pollutants. These came from nowhere, evil black, stick-like robots that wrecked the cities and scavenged all the metal they could



find. Having the element of surprise they completely overwhelmed the Wolverine, destroying thousands. Now they have the city under their control.

Robozone is a sideways scrolling shoot 'em-up. You play the only Wolverine left in New York and must attempt to reach the main furnace in order to stop the Pollutants. No date for release has been set yet, likewise the price.

# METAL MAYHEM WITH INFOGRAMES



Metal Masters pits you and your opponent against each other in a battle to the death in gigantic combat robots à la Robotech. You must build your robot into a fighting machine by purchasing the special add-on weapons and armour. But to do this, you will need to earn yourself some dosh and this can only be achieved through winning fights.

Metal Masters will be released by Infogrames sometime next month although the price has not yet been fixed.



# THE GATES OF HELL ARE OPEN...

## THE FINAL QUEST

# GAUNTLET III

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the demon king  
himself in a battle  
where there can  
only be one survivor...

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**NEPTUNE**  
The Merman



**DRACOLIS**  
The Lizard



**BLIZZARD**  
The Iceman



# SIDE LINERS



## ON THE RIGHT TRACK

Microprose have just finished Railroad Tycoon which is previewed in the Late Kick Off section. The game revolves around the early days of railroad construction and the competitive spirit that helped make the system what it is today (no comments!).



In Railroad Tycoon you can choose just who you want to be. Obviously, first time players will want to begin at the novice stage but for those who prefer a challenge you make it as hard as you want.

You have the chance to build your own railroad and supply trains to fund it but you'll need to be a shrewd business man otherwise your competitors will steal the lime-light and your hopes. Obviously, there are other hazards to beware off. Running trains is no easy business and you'll have to keep them running smoothly otherwise they might collide into each other and that would be a catastrophe. You can choose to carry passengers or start your business transporting chemicals for farmers and industry. This is useful for starting up.

If you have ever fancied designing your own railway (Hornby fanatics this is for you) then look no further. Railroad Tycoon looks set to be a biggy. Expect a full review next month.



To run your railway stations you will need certain assets. The first thing to buy is train carriages. You can then ferry supplies such as chemicals and livestock.

Balance Sheet: 1830		
emcee & railroad		
	Total	YTD Changes
Assets:		
Operating Funds:	£ 271,000	£ 722,000
Treasury Stock:	£ 0,000	£ 0,000
Other EIS Stock:	£ 0,000	£ 0,000
Facilities:	£ 250,000	£ 250,000
Industries:	£ 0,000	£ 0,000
Real Estate:	£ 206,000	£ 206,000
Truck & miles:	£ 207,000	£ 207,000
Rolling stock:	£ 0,000	£ 0,000
	£ 734,000	
Liabilities:		
Outstanding Loans:	£ 500,000	£ 0,000
Stockholders Equity:	£ 500,000	£ 0,000
PROFIT:	£ 70,000	YTD: £ 70,000

Money doesn't grow on trees you know and you will need to keep an eye on your bank balance to make sure you're keeping out of the red. If you owe a lot of money the bank may recover some of the debt.

# POGO-A-GOGO

Following on from the great success of Nebulus, Hewson are to release the sequel entitled, appropriately enough, Nebulus 2.

Like the prequel, Nebulus 2 features our favourite, bouncy friend Pogo as he attempts to make his way through the terribly confusing land of Nor, made up of sea and huge towers.

Travelling from tower to tower, Pogo must make his way to the top of each one but this is not as simple as first seems. Each is littered with puzzles and dangers including the killer turtle — who flies around the towers destroying any Pogos that

get in his way, leaping blobs, killer bees and exploding balloons.

Pogo needs to avoid all the nasties and negotiate his way, using the lift and platforms, up to the top of each tower. Also included are three sub-games linking towers by air, sea and land. Fortunately, he can collect useful items such as magnets and power boots which will help him avoid the nasties and traps. These items, when collected, appear in the inventory window under the main display screen. But he needs to be careful how he uses them. Nebulus 2 will be released in late April with a price tag of £24.99.



Although Pogo may think that he is relatively safe from harm on the towers, he must keep aware of the impending danger of the flying turtle who rotates around the tower in an attempt to knock our hero off.



There are plenty of nasties in Nebulus 2 and each one is out to stop Pogo. Fortunately, he can wear the power boots which will allow him to leap over them in great bounds.



Our little hero, Pogo, is back and this time he is determined to make it safely through the land of Nor by completing the towers successfully. If he fails then all is lost.



Pogo must make his way to the top of the towers via the lifts, platforms and doorways. Some doors are locked but he can open them using the special keys.



At the bottom of the screen is the inventory window which contains the special items held by Pogo. The keys open the doors while the magnet pulls down lifts that were previously inaccessible.

# CHOCKS AWAY

Microprose, king of simulators, are set to release F-15 Strike Eagle 2. Amiga Action visited their offices and the product was looking very good indeed.

As a fighter pilot, you must take part in several missions that will test all your aerial skills and combat experience. Most of the time you will be required to intercept enemy planes but you will progress onto the more complex missions such as tankbusting and reconnaissance. If you make it back safely you can be proud of yourself and thank your lucky stars. Who knows, you may even be promoted to a higher rank.

F-15 Strike Eagle 2 is due for release in April with the price yet to be decided.



You are taken to the special hangar where you are shown around your bird. Now you have the chance to load up your plane with the kind of weapons you think may be necessary for the dangerous mission you are about to embark upon.



You take off from your airbase runway and check your HUD for encroaching enemy planes. The HUD indicates a possible target off to the left and so you take the appropriate action.



Looking through the left side you spot a major mountain area. It seems that there may be some enemy activity close by. You close in on the area and scan for any enemy radar signals.



You take out the enemy below and then dart away from the war theatre and head for the safety of home. You can't help but think about the reaction by your superiors to your first successful mission.



As you thought, your commanding officer is more than happy with your mission status and calls you into his office. There, in front of the stars and stripes, he pins a medal to your chest.



# "SKI OR DIE" FIVE FUN-FILLED WAYS TO END UP IN HOSPITAL



SNOWBOARD HALF PIPE



ACRO AERIALS



INNERTUBE THRASH



SNOWBALL BLAST



DOWNHILL BLITZ



As Rodney so eloquently put it, "Snow sports ain't for powder puffs" So as soon as you arrive at his Ski Shop you'll be presented with not one, but five chilling routes to oblivion. Count 'em while you still can.

There's the "Snowboard Half Pipe", 2 minutes of sheer hell down a near-sheer drop, not made any easier by the presence of teams of chain saw bunnies and punked out penguins.

"Acro Aerials", fly, flip, twist and tuck, down the glacier and convince the judges that you really meant to do it that way.

If your idea of fun is to race down a mountain on an inflated inner tube, while Rodney's son Lester tries to puncture you and your vehicle with various sharpened objects, "Innertube Thrash" is for you.

You couldn't get further from a nice playful playground snowball fight. "Snowball Blast" is deadly and deadly serious.

Finally there is "Downhill Blitz", a no-holds-barred race down unknown trails against the clock and against all common sense.

And if you're the type who really does have a ski loose, then why not try them all?  
Do you prefer flowers or grapes?

If you can't find "Ski or Die" at your favourite store, call our Direct Sales Line: 0753-49442

£24.99 PC./AMIGA  
£14.99 C64 Disk only



ELECTRONIC ARTS®



# TOUCHDOWN ON A NEW WORLD MAGAZINE GAMES REVIEW

For years games players around the world have asked questions like "Which is the best shoot'em-up?", "Is Falcon better than F15 Strike Eagle?", "Which are the all time classic Amiga Games?". Now from the premier Amiga games magazine comes a world beating rating system that provides the answers to all those, as yet unanswered, questions...

The new system that has enabled this major advance in game scoring is called 'The Amiga Action Super League' and it uses a ranking system rather than a traditional percentage score. We have once again included an overall percentage score in addition to the new system, while we collate your voting forms.

## How the league system works

There is a Super League for each type of game: a league for Shoot'em-ups, one for Flight Simulators, one for Puzzle games and so on. Each new game that comes in for review is put into one of these leagues based on which type of game it is. Where a game contains several gameplay aspects, our team decide which part of the game is the most significant. So for example, Strider 2 does contain elements found in platform games, but on the whole, you need to do more meanie killing than ladder climbing and so it is classed as a shoot'em-up. Every league has its own icon to make things easier to understand.

Once a game has been placed in a league, its position within that league is decided. Essentially the reviewing team decides which games of the same type it is better than and which it is worse than. This means that for the first time in magazine reviewing, games are being compared against games of a similar type instead of against all games in general.

The results of the reviewer's decision is displayed both on the review itself and on the League table pages elsewhere in the magazine (this month's tables are on the very next page!).

So if you want to go out and buy a puzzle game, all you have to do is turn to the league tables, find the puzzle games table and look



up which are the top games. Of course as new games are released, older games will start to drop down the leagues. Games which stay near the top of a league for many months or years are 'classics'.

## Other changes to Amiga Action

It's not just the scoring system that has been redesigned. The entire magazine has been rethought to give you even better coverage of the expanding Amiga Games scene.

As you will have noticed the review layouts are stunning and they feature some amazing new innovations.

First on the list are what we call 'Digi-Scapes'. These are perfectly joined screenshots which show what the entire playing area of a game looks like. It's impossible to show how a game actually appears when moving on screen, but this is as close as you could possibly get on a magazine page.

Next comes 'Role Call'. These are panels showing the various characters from a game and what movements they can perform.

Reviews now also contain special labelled screenshots (known as 'annotated screenshots') which help to illustrate what the objects and gadgets in a game do. For example, we can now point to all the items on a flight sim's instrument panel and describe what each one does.



# WORLD OF AMIGA!!!

Last but not least we have our 'In Action' sequences which are used to tell stories or show how each move in the game affects your situation. These are particularly useful for describing puzzle games.

## And new features too!

As well as improving our reviewing system and page layouts, we have taken this opportunity to add some more features to Amiga Action.

There is now a regular mini reviews section called 'Late Kick Off'. Here games that came into our office late in the month are evaluated. They don't get the full Amiga Action treatment and the games are not placed in the Super League until the following month, but it does give an insight into what the games are like. The best ones featured in Late Kick Off will be reviewed in the next month's magazine.

Also a regular feature is our look at non games products for the Amiga. Two pages devoted to disk drives, modems, utilities and other useful gadgets. It's short and snappy and keeps you up-to-date with the rest of the Amiga universe.

We will also be giving you special features on just what the software houses are up to. If they produce some kind of launch, you can bet your bottom dollar that we will be there, armed with a camera and a notepad.

## The all action coverdisk

Response to our putting a coverdisk on Amiga Action has been amazing! So popular in fact that we are now selling 6,000 more copies than before the arrival of the disk! Of course with public response like that, we couldn't do anything but make the coverdisk a regular (that's every issue!). We'll guarantee you up to date demos and sample programs. You can't lose really, can you?

## And finally...

As if that lot wasn't enough, we've improved the quality of our already excellent screenshots. All this for the same dosh - we must be mad!

We hope you like the new format so keep viewing!

## TRICKS OF THE TRADE EXPLAINED AND EXPLORED

The core of any scoring system is the score panel itself - and what a corker the new Amiga Action Info panel is! Below is a

detailed annotation of the new score panel and some handy notes on the two new Amiga Action top game awards. The

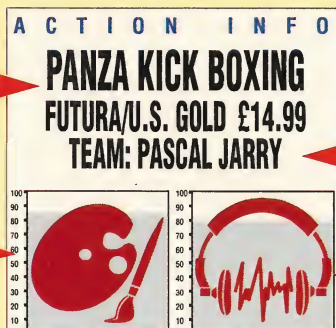
example shown is taken from the Kick Boxing review, but of course the info applies to all of Amiga Actions reviews.

*Obvious, but essential, information can be found at the top of the Action Info scoring panel. The game's full name is followed by the software house who are publishing the product, and the full retail price at which it is available in the High Street.*

*The quality of a game's graphics is one of the key factors in deciding whether or not to make a purchase. That's why graphics has its very own score block. Marks are given from 1% (ZX81 style) to 100% (Leonardo DeVinci eat your heart out!). Of course our team take a lot of factors into account when scoring for graphics, including: Animation, scrolling, use of colour, variety of graphics and so on. This example shows a score of 85%.*

*The most important aspect of an Amiga Action review is the reviewing team's comment. This explains in plain English what we thought of the game and where it fell down or, on the more positive side, where it really scores. Percentage ratings and league tables are one thing, but this text is what you should really look out for when assessing a game.*

*This line tells you which league the game under review has been placed in. These names correspond to the icon that you will find at the beginning of the review and the league tables which you will find on the next page and in every edition from now on.*



*This has to be the best kick boxing simulation ever produced for the Amiga. The graphics have actually been copied from real life footage and this reflects in the smooth and realistic animation on the fighters. Sound is excellent and you can really feel the blows making contact. The referee is a little annoying as he grunts whenever a decision is called and this sound does become very annoying after a while. Panza Kick Boxing is an excellent game and one that will definitely appeal to beat 'em-up fans.*

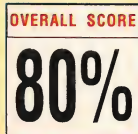


*We firmly believe that it is high time that the real heroes of the software business - the programmers and development teams - get some well earned recognition. That's why every review includes details of who actually created the game. This will take the form of either a development team's name or the individual programmers surnames.*

*As with graphics, sound gets its own rating. Again marks are on a percentage basis with points being given for, amongst other things: use of the Amiga's capabilities, originality, music, special effects and contribution to the game's atmosphere. This example shows a score of 80% which is excellent.*

*The League Rating panel informs you of where in the Super League the game under review is placed. The game being reviewed will always appear in the middle of the three boxes while the game immediately above it in the league (i.e. the game which is just better than it) will be in the box above and, of course, the game just below it in the league will be placed in the box below. The league positions are indicated to the left of the game titles. If a game hits the number one slot then a Touchdown will be indicated in the top box - any game that does that is an absolutely essential purchase!*

## NEW AWARDS FOR THOSE TOP RATED GAMES...



*Talk about controversial! The overall rating is one of the most talked about subjects in computer games magazine journalism. All magazines use this system and like sheep each new magazine that is brought out has the same old unoriginal percentage score to rate how good a game is. We think it stinks! In fact we want to get rid of it all together. We believe that it is far to simplistic to just 'pick' a score as if out of mid air! However, we're here to serve you the reader so last month we gave you the chance to vote on the subject. It stays this month while we collate your votes.*



*There are magazine accolades and there is THE magazine accolade - the 'Amiga Action Super League Accolade'. Only games which will leave their mark on the software world for years to come can ever hope to receive this coveted award. You can rest assured that if you see this symbol on a review, that game is an essential purchase! So remember only games of classic status will receive the Super League Accolade.*



*We have decided that there are many games out there that, while not all time classics, are superb games that are well worth the asking price. These games have been given their own award, the 'Amiga Action Recommended'. Again if you see this icon on a review you can be sure that a game is well worth buying. The minimum qualification for a game to receive this recommended stamp is a score of 75% or over.*



# The Amiga Action

**A** - These games have been awarded an **Accolade** for outstanding impact within their allocated league.

**R** - These games have been **Recommended** as they are definitely a good buy, but not quite Accolade standard.

## ADVENTURE



The Adventure League contains all those games that are played by inputting text commands.

- 1 Indiana Jones, Last Crusade **A**
- 2 Space Quest series **A**
- 3 Leisure Suit Larry series **A**
- 4 King's Quest series **A**
- 5 Maniac Mansion **A**
- 6 Elvira - Mistress of the Dark **A**
- 7 Operation Stealth **A**
- 8 Zak McKracken **A**
- 9 Zork Trilogy **A**
- 10 Hitchhikers Guide to the Galaxy **R**
- 11 Planetfall **R**
- 12 Guild of Thieves **R**
- 13 Stationfall **R**
- 14 Codename: Iceman **R**
- 15 Conquests of Camelot **R**
- 16 Lurking Horror **R**
- 17 Future Wars **R**
- 18 Ultima series **R**
- 19 Police Quest series **R**
- 20 Loom **R**
- 21 Manhunter series **R**
- 22 Deja-Vu 1 & 2 **R**
- 23 Shogun **R**
- 24 Spellbreaker **R**
- 25 Wishbringer **R**
- 26 Chronoquest series **R**
- 27 Enchanter **R**
- 28 Sorcerer **R**
- 29 Beyond Zork **R**
- 30 Zork Zero **R**
- 31 Suspect **R**
- 32 Beurocracy **R**
- 33 Deadline **R**
- 34 Time **R**
- 35 Infidel **R**
- 36 Corruption **R**
- 37 Fish **R**
- 38 Jinxter **R**
- 39 The Pawn **R**
- 40 Suspended **R**
- 41 Leather Goddesses of Phobos
- 42 Times of Lore
- 43 Colonel's Bequest
- 44 Goldrush!
- 45 Starcross
- 46 Hollywood Hi-jinx
- 47 Trinity
- 48 A Mind Forever Voyaging
- 49 Black Cauldron
- 50 Night Orc

## ARCADE ADVENTURE



This league contains games that, although adventures, are very graphical and do not rely on text input.

- 1 Dungeon Master **A**
- 2 Chaos Strikes Back **A**
- 3 Captive **A**
- 4 Corporation & Mission Disk **A**
- 5 Cadaver **A**
- 6 Xenomorph **A**
- 7 Rocket Ranger **A**
- 8 It Came... & Ant Head **A**
- 9 Horror Zombies from the Crypt **A**
- 10 Unreal **A**
- 11 Kult **A**
- 12 Mean Streets **A**
- 13 Shadow of the Beast II **A**
- 14 Obitus **A**
- 15 Voodoo Nightmare **A**
- 16 Zombi **A**
- 17 Ninja Remix **A**
- 18 Colorado **A**
- 19 Bloodwych & Data Disks **A**
- 20 Gold of the Aztecs **A**
- 21 Escape from Colditz **R**
- 22 Shadow of the Beast **R**
- 23 B.A.T. **R**
- 24 Death Trap **R**
- 25 Treasure Trap **R**
- 26 The Immortal **R**
- 27 Infestation **R**
- 28 Resolution 101 **R**
- 29 Neuromancer **R**
- 30 Ran Xerox **R**
- 31 Batman - The Caped Crusader **R**
- 32 Wierd Dreams **R**
- 33 Sir Fred **R**
- 34 Heroes of the Lance **R**
- 35 Stormlord **R**
- 36 Thunderbirds **R**
- 37 Ghostbusters 2 **R**
- 38 Nightbreed (Interactive) **R**
- 39 Omnicron Conspiracy
- 40 Badlands Pete
- 41 Space Ace
- 42 Dragon's Lair 2
- 43 Singe's Castle
- 44 Dragon's Lair
- 45 Barbarian
- 46 Obliterator
- 47 Kristal
- 48 Galdregon's Domain
- 49 Eye of Horus
- 50 Pyramax

## ARCADE STRATEGY



The Arcade Strategy League is made up of games that contain action elements as well as strategy.

- 1 Elite **A**
- 2 Midwinter **A**
- 3 Starglider 2 **A**
- 4 Interphase **A**
- 5 Dragon's Breath **A**
- 6 Iron Lord **A**
- 7 Pirates **A**
- 8 Millenium 2.2 **A**
- 9 Damocles & Mission Disk **A**
- 10 Lords of the Rising Sun **A**
- 11 North and South **A**
- 12 Narco Police **R**
- 13 Star Control **R**
- 14 Time Machine **R**
- 15 Magic Fly **R**
- 16 Starflight **R**
- 17 Space Rogue **R**
- 18 Carthage
- 19 Lost Patrol
- 20 Murders in Space
- 21 Federation of Free Traders
- 22 Day of the Pharoah
- 23 Voyager
- 24 Rotor
- 25 Archipelagos

## STRATEGY



Games that require a great deal of tactical planning are all contained within the Strategy League.

- 1 Powermonger **A**
- 2 Genghis Khan **A**
- 3 SimCity & Terrain Editor **A**
- 4 Supremacy **A**
- 5 Bandit Kings of Ancient China **A**
- 6 Populous & Promised Lands **A**
- 7 Breach 2 **A**
- 8 Harpoon **A**
- 9 Murder **A**
- 10 Laser Squad **A**
- 11 Breach **A**
- 12 Paladin **A**
- 13 Gettysburg **A**
- 14 Armada **A**
- 15 Borodino **A**
- 16 Risk **A**
- 17 Battlemaster **A**
- 18 Battle Chess **A**
- 19 Gold of the Americas
- 20 Tower of Babel **R**
- 21 Red Lightning **R**
- 22 Conflict Europe **R**
- 23 Storm Across Europe **R**
- 24 Final Conflict **R**
- 25 Nuclear War

## PLATFORM



The Platform League encompasses all games that require you to leap from platform to platform.

- 1 James Pond **A**
- 2 Rainbow Islands **A**
- 3 Switchblade **A**
- 4 Rick Dangerous 1 & 2 **A**
- 5 Chuck Rock **A**
- 6 Flood **A**
- 7 New Zealand Story **A**
- 8 Viking Child **A**
- 9 Night Shift **A**
- 10 Ghouls'n'Ghosts **A**
- 11 Edd the Duck **R**
- 12 Kid Gloves **R**
- 13 Car - Vup **R**
- 14 Impossamole **R**
- 15 The Amazing Spiderman **R**
- 16 Batman - The Movie **R**
- 17 Strider **R**
- 18 Axel's Magic Hammer **R**
- 19 Mighty Bombjack
- 20 Fire and Brimstone
- 21 Super Wonderboy
- 22 Onslaught
- 23 Chronicles of Omega
- 24 Apprentice
- 25 Stryx

## PUZZLE & QUIZ



If it's a brain teaser that you're after then take a browse through the Puzzle & Quiz League.

- 1 Lemmings **A**
- 2 Chips Challenge **A**
- 3 Pipemania **A**
- 4 Klax **A**
- 5 Tetris **A**
- 6 Blockout **A**
- 7 Welltris **A**
- 8 Ishido **A**
- 9 Puzznic **A**
- 10 Nevermind **A**
- 11 E-Motion **A**
- 12 Trivial Pursuit **A**
- 13 Atomix **R**
- 14 Revelations **R**
- 15 Pick'n'Pile **R**
- 16 Loopz **R**
- 17 Spindizzy Worlds **R**
- 18 Jumping Jackson **R**
- 19 Clown'o'Mania **R**
- 20 Scrabble **R**
- 21 Manix **R**
- 22 Manic Marble
- 23 Boulderdash
- 24 Ra
- 25 Pictionary



# Super League



## BEAT 'EM-UP



Contains all those games that require you to kick hell out of your enemy and generally be very violent.

- |                        |   |
|------------------------|---|
| 1 IK+                  | A |
| 2 Torvak the Warrior   | A |
| 3 Budokan              | A |
| 4 Panza Kick Boxing    | A |
| 5 Oriental Games       | A |
| 6 After the War        | A |
| 7 Golden Axe           | R |
| 8 Vigilante            | R |
| 9 Ninja Warriors       | R |
| 10 Wrath of the Demon  | R |
| 11 Shadow Warriors     | R |
| 12 Sword of the Sodan  | R |
| 13 Chambers of Shaolin | R |
| 14 Black Tiger         | R |
| 15 Dynasty Wars        | R |
| 16 TMHT                | R |
| 17 Nightbreed (Arcade) | R |
| 18 Rogue Trooper       | R |
| 19 Double Dragon II    | R |
| 20 Last Ninja 2        | R |
| 21 Ivanhoe             | R |
| 22 Wild Streets        | R |
| 23 Dr Dooms Revenge    | R |
| 24 Altered Beast       | R |
| 25 Double Dragon       | R |

## BAT 'N' BALL



If rebounding a projectile of a bat excites you then the Bat 'n' Ball League is the place to look.

- |                               |   |
|-------------------------------|---|
| 1 Arkanoid 2 - Revenge of Doh | A |
| 2 Light Corridor              | A |
| 3 Shufflepuck Cafe            | A |
| 4 Arkanoid                    | A |
| 5 Krypton Egg                 | R |
| 6 Lords of War                | R |
| 7 Botics                      | R |
| 8 Titan                       | R |
| 9 Ballistix                   | R |
| 10 Impact                     | R |

## LAND & SEA SIMULATORS



Any simulation of a ground vehicle or sea vessel is contained in the Land & Sea Simulators League.

- |                                |   |
|--------------------------------|---|
| 1 M1 Tank Platoon              | A |
| 2 Team Yankee                  | A |
| 3 Silent Service               | A |
| 4 Sherman M4                   | A |
| 5 Operation Spruance           | R |
| 6 Conqueror                    | R |
| 7 Advanced Destroyer Simulator | R |
| 8 Red Storm Rising             | R |
| 9 688 Attack Sub               | R |
| 10 Carrier Command             | R |

## SHOOT 'EM-UP



A shoot 'em-up consists of plenty of enemy and bucket-fuls of blasting everything in sight.

- |                                 |   |
|---------------------------------|---|
| 1 Xenon 2 - Megablast           | A |
| 2 Blood Money                   | A |
| 3 Killing Game Show             | A |
| 4 Z-Out                         | A |
| 5 X-Out                         | A |
| 6 Turricon                      | A |
| 7 Silkworm                      | A |
| 8 Atomic Robo-Kid               | A |
| 9 Simulcra                      | A |
| 10 Strider II                   | A |
| 11 Battle Squadron              | A |
| 12 R-Type                       | A |
| 13 Venus                        | A |
| 14 Midnight Resistance          | A |
| 15 Line of Fire                 | R |
| 16 Operation Wolf               | R |
| 17 Robocop 2                    | R |
| 18 Baal                         | R |
| 19 Operation Thunderbolt        | R |
| 20 Warlock the Avenger          | R |
| 21 Xenon                        | R |
| 22 Anarchy                      | R |
| 23 StarRay                      | R |
| 24 Escape From Robot Monsters   | R |
| 25 The Spy Who Loved me         | R |
| 26 Total Recall                 | R |
| 27 Menace                       | R |
| 28 Saint Dragon                 | R |
| 29 U.N. Squadron                | R |
| 30 Vaxine                       | R |
| 31 Dan Dare II                  | R |
| 32 Monty Python's Flying Circus | R |
| 33 Starglider                   | R |
| 34 Dragonstrike                 | R |
| 35 Defender II                  | R |
| 36 Eswat                        | R |
| 37 Robocop                      | R |
| 38 Mystical                     | R |
| 39 Eliminator                   | R |
| 40 P-47                         | R |
| 41 Dan Dare III                 | R |
| 42 Eliminator                   | R |
| 43 Pang                         | R |
| 44 Oops Up                      | R |
| 45 The Plague                   | R |
| 46 Zarathrusta                  | R |
| 47 Bad Company                  | R |
| 48 Cabal                        | R |
| 49 Darius+                      | R |
| 50 Quartz                       | R |

## FLIGHT SIMULATORS



Any game that simulates aerial combat, whether it be in a helicopter, fighter plane or bomber.

- |                                |   |
|--------------------------------|---|
| 1 Flight of the Intruder       | A |
| 2 Falcon & Mission disks 1 & 2 | A |
| 3 F-19 Stealth Fighter         | A |
| 4 Battle of Britain            | A |
| 5 Fighter Bomber               | A |
| 6 Battlehawks 1942             | A |
| 7 F-16 Combat Pilot            | A |
| 8 Gunship                      | A |
| 9 Interceptor                  | R |
| 10 Flight Simulator 2          | R |
| 11 MiG - 29 Fulcrum            | R |
| 12 F-29 Retaliator             | R |
| 13 Wings                       | R |
| 14 Skychase                    | R |
| 15 F-15 Strike Eagle           | R |
| 16 ATF II                      | R |
| 17 Snowstrike                  | R |
| 18 Strike Force Harrier        | R |
| 19 Blue Angels                 | R |
| 20 Chuck Yeager                | R |

## RACING



If it's hairing around a race track at over 100mph that turns you on then look no further.

- |                                |   |
|--------------------------------|---|
| 1 Stunt Car Racer              | A |
| 2 Lotus Esprit Turbo Challenge | A |
| 3 Team Suzuki                  | A |
| 4 Toyota Rally                 | A |
| 5 Nitro                        | A |
| 6 Super Cars                   | A |
| 7 Indianapolis 500             | A |
| 8 Super Monaco GP              | A |
| 9 Test Drive 2                 | A |
| 10 Lombard RAC Rally           | A |
| 11 Super Hang-On               | A |
| 12 Combo Racer                 | A |
| 13 Hard Drivin' II             | R |
| 14 Jupiter's Masterdrive       | R |
| 15 Off Road Racer              | R |
| 16 Badlands                    | R |
| 17 RVF Honda                   | R |
| 18 Grand Prix Circuit          | R |
| 19 Turbo Outrun                | R |
| 20 Hard Drivin'                | R |
| 21 The Cycles                  | R |
| 22 Chase HQ 2                  | R |
| 23 Powerdrome                  | R |
| 24 Overlander                  | R |
| 25 Test Drive                  | R |

## ROLE PLAYING



RPGs are defined as games that allow you to design the attributes of the character under your control.

- |                       |   |
|-----------------------|---|
| 1 Might and Magic II  | A |
| 2 Champions of Krynn  | A |
| 3 Bard's Tale II      | A |
| 4 Star Flight         | A |
| 5 Legend of Faerghail | R |
| 6 Buck Rogers         | R |
| 7 Dragon Wars         | R |
| 8 Drakkhen            | R |
| 9 Azure Bonds         | R |
| 10 Pool of Radiance   | R |

## SPORTS SIMULATORS



Whether it be football, tennis, snooker, golf, basketball or any other sport, this is the league for you.

- |                                   |   |
|-----------------------------------|---|
| 1 Kick Off 2                      | A |
| 2 Speedball 2                     | A |
| 3 Speedball                       | A |
| 4 TV Sports Football              | A |
| 5 Pro Tennis Tour 2               | A |
| 6 Tennis Cup                      | A |
| 7 Games: Summer Edition           | A |
| 8 Master Blazer                   | A |
| 9 California Games                | A |
| 10 Microprose Soccer              | A |
| 11 Fiendish Freddy's Top of Fun   | A |
| 12 World Class Leaderboard        | A |
| 13 International Soccer Challenge | A |
| 14 TV Sports Basketball           | A |
| 15 Pro Tennis Tour                | A |
| 16 Grand Monster Slam             | R |
| 17 Zany Golf                      | R |
| 18 World Games                    | R |
| 19 Projectyle                     | R |
| 20 Purple Saturn Day              | R |
| 21 Italy 1990                     | R |
| 22 World Championship Soccer      | R |
| 23 Steve Davis Snooker            | R |
| 24 Football Manager 2             | R |
| 25 Jack Nicklaus Golf             | R |
| 26 Footballer of the Year 2       | R |
| 27 3D Tennis                      | R |
| 28 Tournament Golf                | R |
| 29 Manchester United              | R |
| 30 Circus Games                   | R |
| 31 Adidas Soccer                  | R |
| 32 Passing Shot                   | R |
| 33 Grand National                 | R |
| 34 Mean 18                        | R |
| 35 Adidas Tennis                  | R |
| 36 Italia '90                     | R |
| 37 M.U.D.S                        | R |
| 38 Cyberball                      | R |
| 39 Fighting Soccer                | R |
| 40 Street Hockey                  | R |





# Worth its

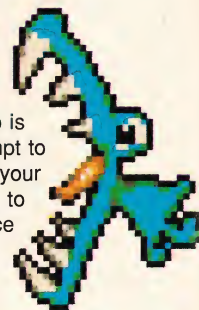
Welcome to this, the fifth Amiga Action cover disk, and what a cover disk it is this month. Working day and night we've managed to bring you three of the best (if not THE BEST) demos around.

First of all there's a complete playable level from Mirrorsoft's *Back to the Future III*. Next comes yet another hot exclusive from Gremlin in the shape of *Super Cars II*. Again there's a whole level for you to muck about with.

And then just when you thought there could be no more we have got hold of a whole playable level from Core's latest game, *Chuck Rock*, to go with this month's mega review.

## HOW TO BOOT CHUCK ROCK

Loading up your playable level of *Chuck Rock* from Core Design couldn't be simpler. All you have to do is reset your Amiga and wait for the Workbench prompt to appear (the hand holding the disk). Insert your Coverdisk into your drive and wait for the screen to turn blue and the CLI prompt to appear (1>). Once this is displayed type in **chuck rock** and then hit Return. The demo will then autoboot after de-crunching itself.



*Not all the monsters are against you. Once you have stood close enough to this bird he will carry you across the otherwise uncrossable chasm.*



*They don't call you Chuck Rock for nothing. Picking up a nearby rock you throw it on to the croc's head and you are catapulted into the air and on to the platform above you.*



*Let your dinos do the walking. With one massive jump you land on the dinosaur's back and get a leisurely trip across the swamp.*

# CHUCK ROCK



Chuck sat down in front of the old box to watch a bit of dino-wrestling. He broke open a six pack and sat back, for what he thought was going to be a relaxing afternoon.

Outside Ophelia, Chuck's faithful, beautiful and rather dumb wife, was hanging out the washing. Unfortunately, she was quite unaware of the eyes staring at her from behind a small bush. Before she knew what had happened it was too late and she was on her way back to the evil, and rather

posey, Gary Gritter's cave.

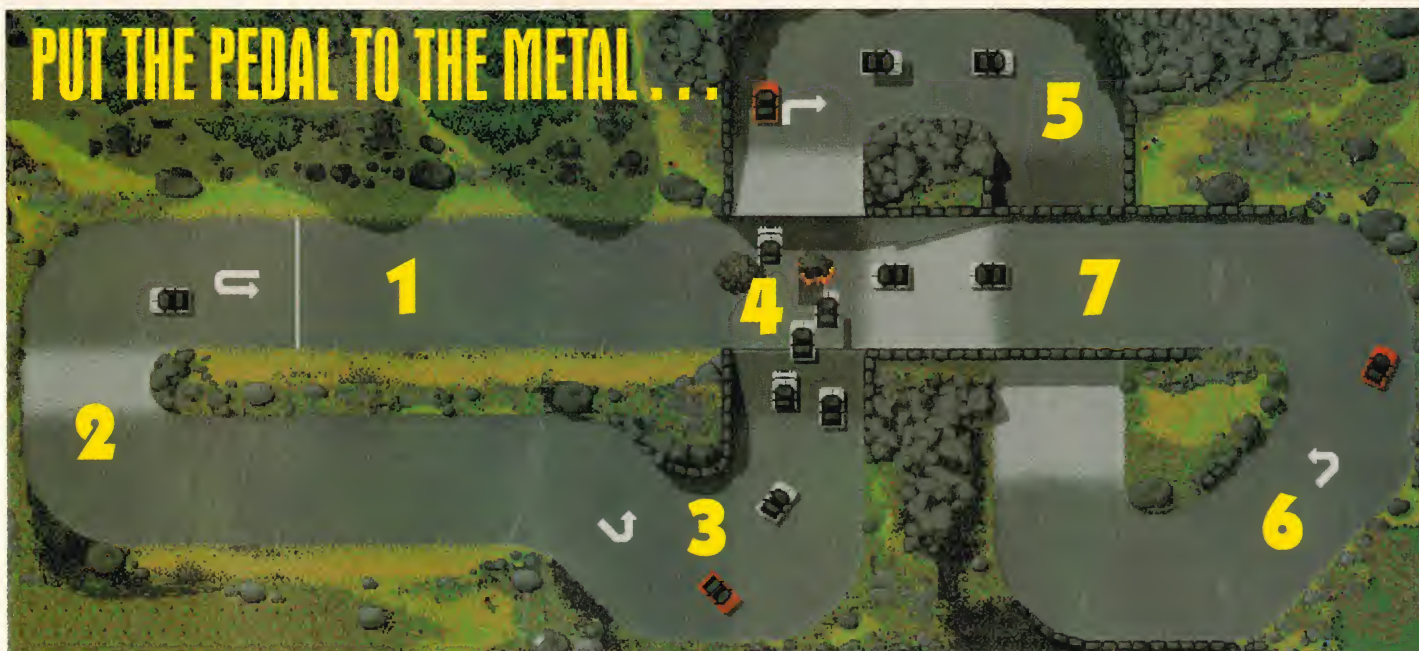
It wasn't long before Chuck realised something was amiss (well, it was about dinner-time). Ophelia was gone and without her Chuck couldn't even boil an egg. There was only one thing to do — he must save her, even if all his clothes were dirty.

That's the basic story line. All you have to do is control Chuck as he pursues Gary Gritter. The normal joystick moves apply so you shouldn't have any problems.





# Weight in Gold



1) The klaxon sounds and the race begins. Leaving you in their dust, the computer cars storm off to the first corner.

2) The first bend, a hairpin, proves too tricky for some cars as they skid off into the undergrowth. Take it slowly, use the grass verge to drive and power after the leader.

3) After a short straight, a tight left-hander leads into the jump. This corner causes problems on the first lap, as

most of the cars travel around in a pack. Stay back and wait your turn otherwise they will hinder your progress.

4) Staying back was a brilliant idea, as the cars in front couldn't get up enough speed to take the jump. The road is clear, you can now speed over the chasm.

5) Having skidded around a tight right-hander, the track leads under the long straight and up into another twisting

bend. Try not to brake when taking corners or you'll skid out of control.

6) Easing off the accelerator, you managed to scrape around the corner without taking damage. Only one more turn before you can finish the lap.

7) The corner eases out revealing a long straight to gain speed. It also offers the perfect chance to overtake.

## SUPERCARS 2

To load up your Supercars 2 demo you will need to load your Workbench disk first. Once it has loaded insert your coverdisk and double click on the Amiga Action logo. From the window read the README file first then double click on the Supercars 2 icon after. The demo will now load.

Gremlin released Supercars approximately a year ago, and it was billed as being far better than the excellent SuperSprint. Now one of the hottest sequels of 1991 is finally here on an exclusive Amiga Action coverdisk.

Supercars 2 features bigger and better tracks, as well as enhanced graphics and more computerised opponents - 10 to be precise. You view the track-side

action from above, the screen being split into two when racing with someone else.

The level featured on the demo includes jumps, fast straights and winding bends. A total of 10 laps have to be completed before the race is over, the ultimate aim being to finish the race in first place (easier said than done!).

When playing the demo, press the fire button to accelerate, and nudge the joystick left or right to turn in either direction. Pushing forward will launch a guided missile, which will follow the course of the track until it intercepts a car in front. Pulling back on the joystick will launch two unguided missiles behind you. The other cars are also armed so watch out!







## LOADING UP

Loading your Back to the Future III demo couldn't be easier. All you need do is re-boot your Amiga and wait for the Workbench prompt (a hand holding a disk). When this appears insert your disk into DF0. Eventually, the screen will turn blue and you will be presented with a CLI prompt (1>). At this point type: **demo** and then hit Return. The demo will immediately autoboot.



*Straight into the action and a gunslinger pops up from behind the stalls. Your attention drawn away from the ducks and you take aim. Unfortunately, the gunslinger drops just before you are able to get your shot off.*

# Back to the Future III

After the amazing success of the first two Back to the Future games we thought you would like a sneak preview of the third instalment in this exciting episode.

This time, Marti and the Professor are running for their lives from evil gunslingers and baddies in general in a hope to get back to their own time.

In this playable level, you play the part of Marti who is desperately trying to swot up on his shooting skills. He bumps into a fairground where he spots a shooting gallery. What better way to sharpen his reflexes?

The attendant beckons him up to the stall where he hands him a gun. Marti pays the attendant and sets himself up for the battle ahead.

This is where you step in. Controlling Marti's gun, you must shoot the ducks and geese that scroll across the screen. Gunslingers

and military targets also pop up and are worth heavy bonus points. Riflemen appear in the distance and, although small and quick, they are worth a lot of points should you hit them.

The gun is controlled with the joystick and the direction of the bullets is indicated by a cross hair. Pushing up on the stick moves the gun down while pushing down moves up. Does that make sense?

Unfortunately, you are being timed so you will need to shoot as fast as you can. If you hit a certain number of targets you will be rewarded with extra time where you must shoot household objects such as transistor radios and teddy bears, much like the Generation Game.

If your time does expire you will told the number of objects that you hit and how many points you accumulated. But don't worry if you didn't do too well. You can always



## TAKE AIM — FIRE!

*There are plenty of different items to shoot at and by far the easiest are the ducks that scroll across the bottom. The goose is fairly easy but the gunslingers and military targets need to be shot in the body or the head to knock them over — they don't move if you get them in the legs.*

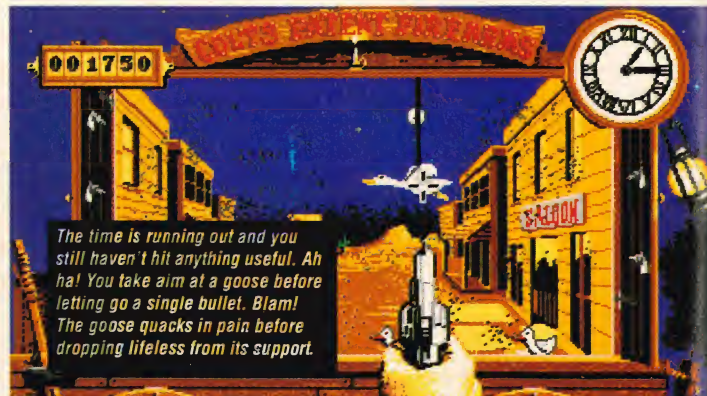
*The hardest of all the objects to hit are the distant riflemen. They are very small in size and disappear from sight rather quickly. Just hope that you can be in the right place at the right time.*



have another go.

If on the other hand any sharpshooters among you do extremely well and manage a really high

score you will come to a point where the game stops, preventing you going any further, and you will have to reset your machine.





MILLENNIUM PRESENTS

# MOONSHINE *Racers*

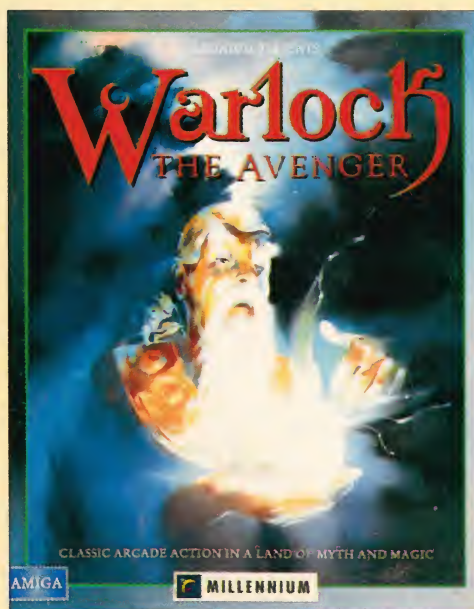
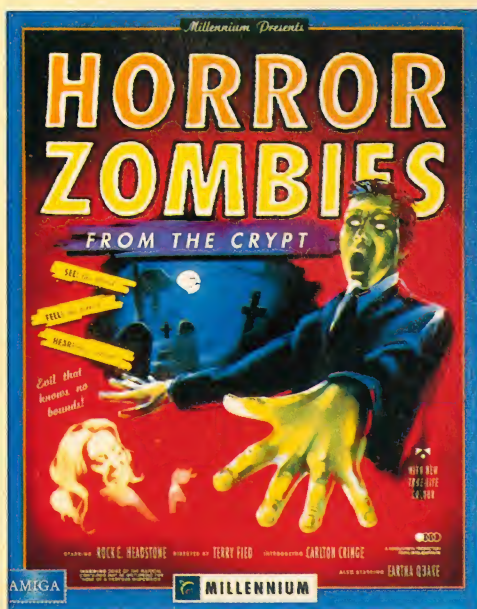
JOIN IKE & BILLY-JOE IN THIS ACTION PACKED CHASE THRILLER



Hold on to your hat as you join *Ike* and *Billy Joe* in a crazy chase along the highways. You've gotta get the *Moonshine* to the customers before sun-down and first to make the delivery gets the pay off. *Sheriff Sam's* hot on your trail so you've gotta use the cash to upgrade your jalopy, install a CB radio, get a decent map and keep one step ahead of *Smokey*. *Ten four good buddies YEEHAW!!!*

- Equip your hotrod with turbos, superchargers and tyres in the spare parts shop
- Dodge and weave your way past rival racers - switch to *Moonshine* for turbo power
- Use the map to take the quick way past roadblocks and radar traps
- CB Radio hook up to listen to *snoopin' Sheriff Sam's* no-good plans
- Fast scrolling race and chase action in the wide-open Tennessee country

Amiga  
Atari ST and STE  
IBM PC (from May 1991)



Horror Zombies from the Crypt

Amiga  
Atari ST and STE  
IBM PC

Warlock the Avenger

Amiga  
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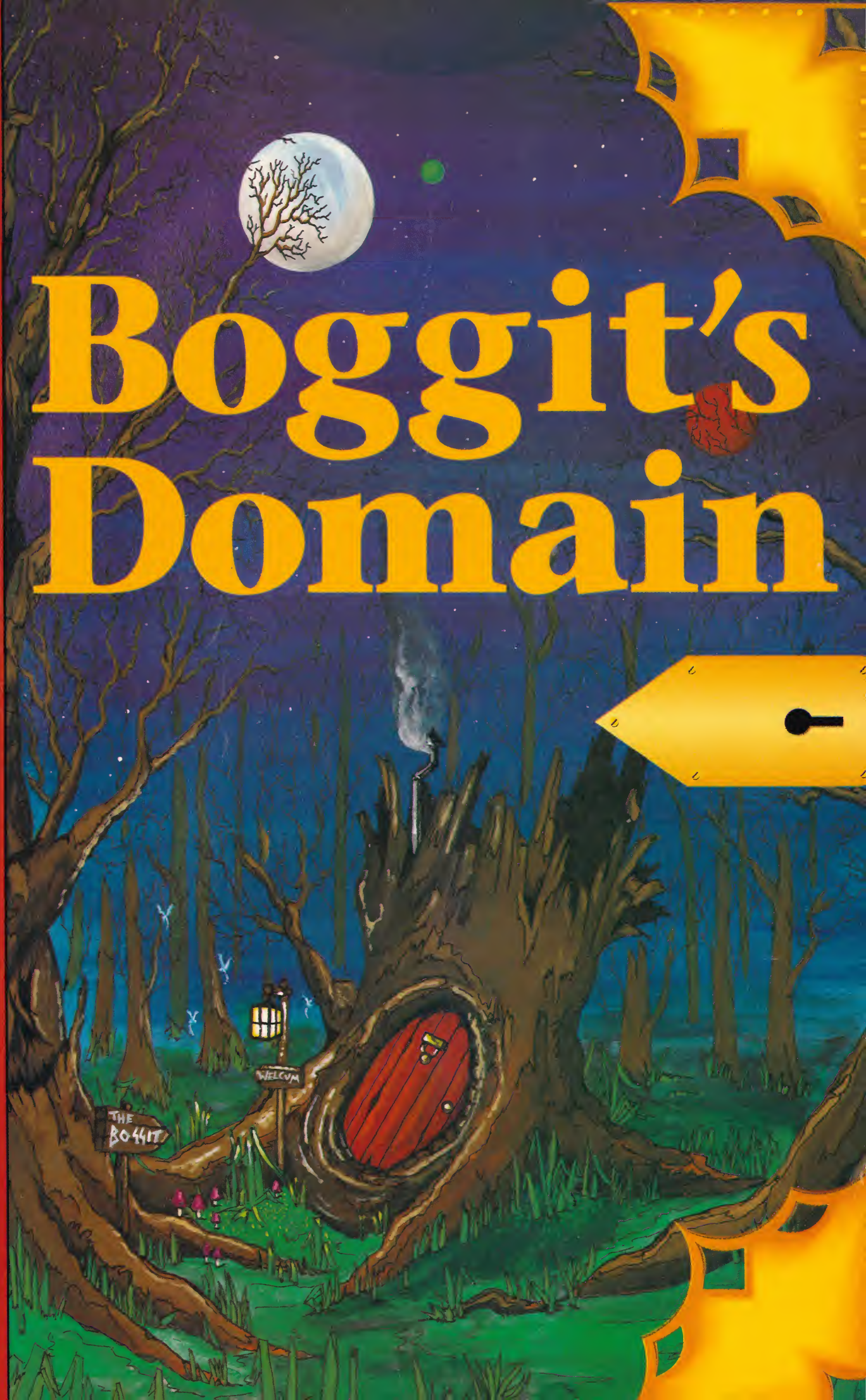
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# Boggit's Domain





I'm not sure who authorises planning permission in these parts, but they are in line for a rocket from me. The one thing we forest folk guard is peace and quiet, and there has been precious little of that around here lately. When I first heard the noise I wandered over towards the crossroads to find carts filled with workers entering the clearing and beginning to set up huts. It now appears that they have been sent to build a Polyester Factory.

Sierra On-Line have decided that Europe is ripe for an overdose of Leisure Suit Larry and his buddies, so miles of extra white polyester leisure suits will be needed for the invasion. A small printing press is also being built to publish a series of comic books based on the Space Quest series. The Sarlen Encounter will be the first, followed by a series based on The Adventures of Roger Wilco. Although 75% of Sierra's income comes from the IBM PC market they intend to double the business that they presently get from the Amiga sales.

## BOGGIT'S MAIL BAG

**Throw Salt over your Shoulder and Get some Luck with Elvira**

I have had 'Elvira - Mistress of the Dark' for about a week now and I am doing okay, but I do have a few questions. How do you kill the fat woman with the meat cleaver who scares Elvira out of the kitchen? How do you avoid being killed by the hawk and how do you kill the Vampire?

I hope you are better than those @\$@!! at ST Action, especially the Troll. I sent in a couple of guides and queries and never got mentioned once.

**Phil Hoad, Hull**

Have you heard the saying: She was a good cook as good cooks go, and as good cooks go, she went? Well in this case she won't go...so I'm afraid you're going to have to get rid of her. You must remove her by throwing the salt which is found in the Torture Room, situated on the Dungeon Level and guarded by a red-tunic skeleton.

The vampire needs the old stake in the heart trick, but you'll need the hammer from the garden shed to stick it to her. Once she has bitten the dust (literally!) you'll find that what you need to deal with the hawk. Don't forget to sweep up the mess left by the vampire - tidiness pays in this case.

Taking a break from shuffling through the mailbag, the Boggit has been poking around in the latest releases and has brought in a few blooms from the cold-frame.



*Dragon Wars may be similar to the old-style Bard's Tale games, but they included this handy auto-mapping feature which will help you to find your way around the tortuous city streets.*

In true vampire style, Elvira has bounced back from the grave in this graphic RPG from Accolade. Having found Elvira's Spell Book, the hunt is now on to find the many ingredients which are needed to conjure up the magical concoctions needed to cast the spells.

Elvira requires your help to destroy the army of soldiers and monsters which infest the battlements and dungeons of her castle. Who could resist helping such a poor under-nourished child? The gorgeous Elvira's humour is very American, which sits uneasily alongside the horror of the game (For example: Get this wrong, and I'll tie knots in your Weenie!)

The controls for fighting

As for writing to Atari ST magazines, you should be ashamed of yourself. Just imagine the embarrassment if your Mum caught you reading them.

### Reflections from The Loom

Having purchased Loom from Lucasfilms, I have tried everything to get into The Guild Of Blacksmiths. I have found the following spells: Opening, Emptying, Dyeing, Night Vision, Straw into Gold, Twisting, Invisibility, Terror, Sharpening, Sleep, Healing and Transcendence. I think I need the Reflection spell, so please tell me where to find it.

**N. Newing, Brighton**

You are correct that you need the Reflection spell and I'm not surprised that you didn't find it. Being extremely ugly, humans subconsciously avoid looking at mirrors and reflecting surfaces. You won't be surprised to hear that I found it straightaway!

Once you have terrorised the dragon (you unkind brat), you will enter the series of caves which

## NEW BLOOMS

sequences are similar to that used in Sierra's Hero Quest - awkward. However the graphics are very nicely done and although there is loads of disk swapping I don't think we should get uptight about that. You can't create a masterpiece without swapping a few disks now and again and again....

This game is the successor to Personal Nightmare which had many fans here and overseas. The puzzles appears to be fewer and easier than those found in Personal Nightmare, but that may be all to the good. I don't think the game is destined to be a world beater, but like its predecessor, it is professionally presented and deserves to do well.

Archimedes and I spent a few evenings with Dragon Wars from Electronic Arts. The game is very much in the Bard's Tale vein which means that your mission is to select a Dirty Dozen, (five actually)

from the local pubs and kick their butts until they can 'cut it' with the local bad guys. Nothing very new seems to have been added to the familiar formula, even if they have changed the names and shuffled the skills.

Games like these are very addictive once you accept that most of the action takes place in your head. It can be off-putting for new players to accept that the picture of the corner of a room in front of you, which is clearly visible and obviously empty, may prove to contain six heavily armed Dragons when you move forward.

Although their picture will appear onscreen, that's all the action they will be asking your supercharged Amiga to cope with. It also seems odd that when the fighting is taking place the machine takes an interminable time to decide who hit whom and with what. If you are into this type of game - here's some more of the same.



*Welcome to Elvira's Castle, Boggit. Would you like a double room for the night, or would you like me to eat your owl now and save you a few quid?*

leads to the edge of a pool of water.

Look closely at the pool and it will reveal the reflection spell. I got so close that I actually fell in the pool twice, but then you can't get enough of a good thing.

### Take Notes from the Boggit's Workbench

I need some of your super advice and I cannot think of anyone else to turn to (Grovel, Grovel).

The problem starts when I try to save my work on my Amiga. After slogging my guts out writing

up a report using the Notepad Icon, I decided to save my work, so I went to the menu and selected Save. At that point the message comes up: Workbench 1.3 is write protected. I then placed a blank disk in df0: and in df1: but then a message came up: Replace Workbench 1.3 into any disk drive, even though Workbench 1.3 is in the internal disk drive. I have tried everything and don't know what to do.

**G. Toovey (W. Ham Supporter)**  
My advice is that you should sell your Amiga, buy an Atari ST and



*Deep beneath Loom's Dragon Mountains our hero pauses for a quick drink and the chance to adjust his hood in the reflection of the magic pool.*



transfer to Millwall.

After all the time and effort our beloved editor spent giving these scrolls a real adventure atmosphere, you write in with a Workbench query! I thought the nuts with the arcade game questions were bad enough. It's not as if it was a difficult problem either.

The Amiga isn't stupid, it knows what disk is where. When you selected Save, it quite rightly tried to create a Notepad document on the Workbench disk (that's where they are saved!). It then told you that your disk was write protected and expected you to move the little tab so it could continue. Instead of doing that, you removed the disk and put two different disks back in. It then told you to stop messing about and put the Workbench disk back in. What did you expect it to do?

If you want your notes to be stored on another disk I suggest



*Boggit's expertise is being stretched to the limits by Workbench worries from readers who continue to plague our diminutive hero with problems outside his briefs!*

you save it on the Workbench disk first then quit from the Notepad program. Double-click on the Utilities icon and you will see the icon for the document you saved. Use the mouse to copy the document from the Workbench to the disk in df1:. Now delete the original version on the Workbench disk by moving it to the Trashcan.

The clever trick which now happens, is that when you double click on the document icon on your new disk, the Notepad program will automatically run and let you carry on adding to your document. Let no other cretin dare to ask a technical question again!

### See Through the Dungeon Master's Illusion

*After your incessant ramblings about how wonderful the FTL game Dungeon Master is, I have at great expense expanded my Amiga and purchased the afore-said game, and much as it grieves me to admit it, you are right. It is a very, very, very good game, but not without its problems.*

*I have advanced to Level 8 and ran around the Great Hall where I have been bombed and attacked by skeletons, but at last found two keys – neither of which is the RA key to get me into the chamber upstairs. I have found the doors which the keys open and I have been up and down the stairs till I'm knackered.*

*At the bottom of one long staircase is a symbol on the wall, and at the bottom of the other is a sign*

*which says: When is a rock not a rock? Think on Boggit – if you don't help me I won't renew my subscription.*

**A Hatter, Bucks**

If you don't renew your subscription, you won't be able to write long rambling pages of rubbish to me and I won't have to read them!

First stop worrying about finding the RA key, that's miles below you. The long flight of stairs with the wing symbol at the bottom requires the winged key to open it, and you can forget about that as well. Your first problem is realising that a rock isn't a rock when it's an illusion. One of those walls can be walked through.

However I will ruin your day by telling you that what is waiting for you on the other side of the wall will make you wish you hadn't got out of bed.

### Dungeon Quest Help Sought

*Enclosed is an 'almost' complete solution to Dungeon Quest. This game is advertised as 'The Ultimate Experience in Multisensory Gaming'.*

*PAH! The game has no sense and definitely no parser. I have played many adventures and this must be the most annoying one. I have fallen at the final hurdle due to a lack of communication within the program. I think you should cast a really nasty Boggit spell at the writers.*

*I need help with the final problem. What do I do when I encounter the seated figure that beckons in the far corner of the Garden?*

*Oh, and thank you for the 'Small' token in the 'Big' box you sent me for my last solution.*

**M. Fairfax, Nottingham**

As you *almost* sent me a complete solution, I decided to *almost* send you another present. As it is, I now have to solve the problem for you. I haven't played the game myself, but when I contacted the Witch who lives on the Hill, she gave me the following advice:

Say *search*, then look at the person twice. Type *Ask Hal*, until you end up in the final location, then type *rest computer*. The witch also confirmed that the game is 'Naff'!

### Quik Kwip

**Q:** Did you read in the papers about the chap who was caught shoplifting an Atari ST?

**A:** He was found Guilty – but insane!

### Infinite Potion to Soothe the Shadow of Beast

*You incredibly and amazingly, intelligent creature. (Carry on, you have my full attention – Boggit.) I am writing to assist your many readers*

*who are trying to play Shadow of the Beast II. This information will help all players who have run out of their Potion of Life.*

*Go right at the starting point – round the nasty! Stop when a half-witted guard shouts abuse at you and take it like a man. Now type in A. After that type in TEN PINTS, (this does not insinuate that either you or the guard are paralytic).*

*A caption will now appear proclaiming that your name is Roger and that you are a cheat. Ignore these ridiculous statements, (especially the last one) and prepare yourself for a pleasant surprise. Now like myself you will be able to conquer the evil Zelik and his many henchmen without worrying about your dwindling supply of potion.*

**J. Courts, Truro**

I have broken another one of my unbreakable rules by letting this piece of information grace these hallowed pages. I have decreed that this game and its predecessor are arcade games (even if they do come with a free T shirt costing 10 pounds!) I wish to hear no more on the matter. And that goes double for the mad Aussie who wrote to

say that although he knew I didn't answer questions about arcade games, could I answer his questions about the following arcade games!

### Security Problems Divide Maniac Mansion's Steel Curtain

*I've been playing Maniac Mansion on my C64 and I hadn't any problems. Now I have an Amiga and I can't open the security door.*

*I'm getting mad, because I can't think where to get the codes. I also don't know how to get the key from the crystal chandelier in the room with the old radio, tape recorder and couch.*

*Excuse me if I did some mistakes. I'm learning English for five years and I wrote this letter myself, without anybody's help.*

**Anna Zuk, Warsaw**

This is your lucky day, because I have just decided to start giving English lessons to pretty Polish girls. Providing you are not one of those huge girls from the Red-Star Tractor Factory, (who can lift 15 Boggits with one hand), you

## CHAOS LORE



*Before you go dashing off into the darkness of Mirrorsoft's Chaos Dungeon, take Boggit's advice and go searching for the two super heroes hidden behind the illusion walls of the prison.*

Having guided your heroes to victory in Dungeon Master you might think that it's only fair that the same team deserve to go forward with you into the Chaos Dungeon, but think again. The one criticism which could be leveled at Chaos Strikes Back is that imported heroes can be too strong for the local monsters. To get the best out of the game I suggest that you visit the Chaos Prison and select afresh. Look closely at the men who are on offer, but don't select too quickly for in these dim corridors the evil Lord has a surprise up his cloak.

Behind illusion walls are hidden further rooms filled with monsters guarding additional fighters. There are two super-heroes to be found and they are worth the seeking. You must select at least one hero from the main prison

(preferably a strong wizard) to blast a path through the monster guards, but don't dally because there are time locks set to seal the super-heroes in their cells forever.

Finding the secret corridors is easy. Having selected someone from the main prison, headbutt your way along the walls until you fall through. Once through a wall there are no further tricks, just a short way to a staircase. There are two of these entrances from the main area, one round the corner from the hero Mantia and the other near the Aztec warrior. Of course there is the small problem of the two rooms filled with rock monsters and Mummies who are guarding the heroes, but for someone as smart as you – no problem!





Getting your holiday snaps processed is always a problem, but in this game it is a bit of a *Personal Nightmare*.

can come round to my tree-house whenever you are ready.

The bad news is that the codes you are seeking cannot be found in the game. They are given in the booklet which is bought with the disk. This is the anti-piracy protection to stop naughty spies smuggling decadent, western software through the Berlin Wall wrapped in Levi jeans.

For all you good little capitalists out there who are also stuck, I will explain that the key will drop to the floor when you play a cas-

sette which shatters the crystal. The music comes from recording a record in the music room. The bad news is that the record is found beyond the steel security door.

I'm surprised you have an Amiga in Poland. I thought the FBI had banned everything being exported to the East - except Atari ST computers.

#### Personal Nightmare Posers

*I am a poor desperate, 18 year adventurer from Greece who has finished about 30 adventures, but I*

*can't finish my favourite one - Personal Nightmare. Here are some of my questions:*

*How or when can I enter Rose Cottage?*

*How or when can I enter the garage?*

*How can I get rid of the car which chases me?*

*How can I sharpen the rusty axe?*

*After I send off the film to get developed, how do I get it back?*

**Alexis, Athens**

*(Surname omitted to give space for two more reader's letters - Boggit.)*

One day all *Personal Nightmare* fans should get together and murder the author of this game for the brain damage he has caused.

Walk along the street in the daytime and note the tree which stands in the pavement. Later, when the car chases you, you are able to dodge along the street making the car swerve.

Lead the car to the tree and - BLAT! Search the car to solve the garage and the Rose Cottage problems. Sharpening the axe needs a stone and oil.

To have the film developed, get the Saving Book from inside the Treasure Island book in the Vicarage bedroom. Then go to the Ivy Cottage and get the free voucher from inside the magazine which is in the Dark Room. Go to the Post Office and use the book to buy a stamp. Get an envelope from the display stand and **ADDRESS ENVELOPE**.

Put the film and the voucher in the envelope and seal it. Post the envelope in the box outside. All this has to be done on the day after you arrive to give it time to be returned to you by Mr. Jones on the third morning.

#### Bloodwych's Blinking Moon Tower Room

After completing the dreaded *Serpent Tower* in the *Bloodwych* game we swiftly ran to the tower of the Moon, but upon inspection we found we could go no further. We are in a room with two shops and a fake wall.

If we don't find the answer soon we will cast *ourselves* into the Pit of Ever-lasting Stench. Grant us this wish and we will never enter your part of *The Great Wood again*.

Say hello to your owl Archimedes for us. Did we see you in Sainsburys the other day?

**J. Clarke, C. Jenkins, London**

If you are in the room I think you are in there should be a sign

## CAPTIVE CORNER

**W**ater, water everywhere and not a drop to drink. Unlike the *Dungeon Master* heroes, *Captive's* droids don't need to drink water to keep their strength up but they can find other uses for it. Water damages electrical equipment (ask any Atari user who has played arcade games in the bath!) and this fact can be used to your advantage.

Scattered around inside the bases are water hydrants which can be used to flood surrounding area, penning the small metal droids into corners where you can pick them off with distance weapons.

Of course while your team of droids is operating in the stuff they are damaging their own feet, so buying each of them a pair of cheap human feet which they can slip on while paddling is a wise investment.

You will also find to your horror that any shop which has water in front of the counter poses an extra problem. The second you hand over your chest for recharging, the water damaging your feet weakens you so much that all your bits fall off. Ouch!

Your best bet in this case is



to switch on your Anti-grav and do your shopping while standing on the ceiling. Why not try out this fun idea next time you find yourself in *Tesco*?

The really interesting fact associated with water is what it does to lighting circuits. Hidden circuits switch off the lights in some of *Captive's* corridors forcing you to using

*Water, water everywhere. Pick up a few watery tips from a soggy bunch of droids who have been tramping *Captive's* corridors on your behalf.*

the super-visor attachment to see where you are going. The other option is to flood the area with water and short out the circuits bringing the main lighting back on.



# HILL STREET BLUES



Hill Street Blues "The most honoured series in the history of television", World wide it has achieved 59 awards that include 26 Emmy's.

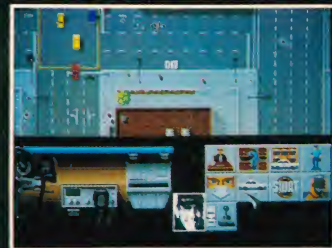
Krisalis have created a computer controlled city which generates an environment displaying 300 vehicles and 400 people who live and work within the Hill Street Precinct for you to interact with.

You take on the role of Captain Furillo and by deploying the Police

Officers under your control, you solve and control the crime rate, which the computer generates.

The game features nine of the most famous characters from the series using these Police Officers, you can interact with up to nine crime incidents simultaneously, ranging from Muggers to Bank Robbery, Drug Pushers to Murderers. So "Remember, lets be careful out there!"

AMIGA  
ATARI ST  
IBM PC &  
COMPATIBLES  
**24.99**





which says: *Use your eyes.*

In this room there are two but tons concealed in an alcove behind the illusion wall. A true new spell will see through the illusion. Alternatively, make your assassin the party leader. Assassins see through illusions part of the time, making the illusion wall blink on and off.

We do make occasional trips to Sainsburys because its the only place I can buy the small tubes of Liver Sausage which Archimedes likes so much. At least it stops him eating other more disgusting things like MacDonaldis MacChicken Sandwich.

And finally Esther...

A certain Mark Robinson from Surrey has taken the trouble to write up the complete solution of The Immortal and send it to me. He also thoughtfully began his letter: *Dear Sir/Madam.*

I am tempted to send him a thick ear for his trouble, but instead I'll get Archimedes to look through my Tiddley Box and find him something cheap!

I think I've had enough of you lot for this month – go away!

Send your queries with an SAE to:

**Boggit's Domain**  
**The Old Blackthorn Tree**  
**29 Blackthorn Drive**  
**Larkfield**  
**Aylesford**  
**Kent ME20 6NR**



Thanks must go to a certain Blue Dragon who sent in a useful map of the Boggit's Domain. We thought the idea was so good that we arranged for Jason Simmons, who claims to be an arty farty type of person, to reproduce it in glorious technicolour. I am often getting lost in the Great Wood and this map should prove invaluable. The Blue Dragon also asked me to thank his master, Peter Wright.



## HEE, HEE... THEY'LL NEVER FIND ME!

It has come to my attention that a group of pathetic humans armed only with bicycles who hail from a place known as Ryde think that they may have discovered the true location of the Boggit. Looking like gnomes, they set in search of yours truly but obviously came back empty handed. Oh, well! If it keeps you amused.

**"Sightings of the mysterious Ryde Boggit are few and far between – usually only once a year around closing time..."**

Y. JANUARY 4, 1991

### Off in search of mysterious Boggit



Members of Ryde Rowing Club cycle away from their clubhouse as they begin their annual tour of local pubs in search of the Ryde Boggit.

## WHERE OTHERS FEAR TO TREAD





# Genghis Khan

In a simulation, altogether military, economic and diplomatic, you will re-live the amazing rise of a simple tribe chief, TEMUDJIN, who will gradually become the famous and terrible GENGHIS KHAN ruling the world's forever greatest Empire stretching from China to the Urals.



In GENGHIS KHAN, strength and military skills are not sufficient. You will have to show diplomatic talent as well. A good marriage may allow you to establish long lasting alliances.



Which character will you embody? Richard I - King of England, the Byzantine Emperor Alexis III, Shogun Minamoto or the famous and terrible GENGHIS KHAN?

	Temujin	Qasur	Belgutei	Qashian	Temuge
Age	19	17	17	15	13
Leadership	154	112	Is this OK?	78	68
Judgement	156	70	Yes	02	55
Planning	66	180	No	60	87
Persuasive	149	73	82	72	76
Physical	128	51	53	87	56
Military	77	150	72	66	64

While setting your abilities, will you rather favour your military leadership capacity than your diplomatic talent?



On the battlefield, GENGHIS KHAN sends his awesome cavalry against the Merkits. But beware of ambushes!



Two scenarios are at your disposal: as Temudjin in "Mongol Conquest" you will try to unify all the tribes and become GENGHIS KHAN in "World Conquest".



**BANDIT KINGS OF ANCIENT CHINA**

**KOEI**

Note: the game GENGHIS KHAN is provided with a complete instruction manual and historical notes.

INFOGRAMES



The next game will recall the epic struggle in the year 1101 in China between the evil Minister Gao Qiu, who had seized all Imperial authority, and the loyal warriors, who are the last hope of China and the dethroned Emperor.





# Just Simul



Although during World War I the combat plane was relatively neglected from battle its military capabilities were never forgotten. During that particular time (1914-1918) the aeroplane was mainly used for reconnaissance and bombing runs by both the Allies and the Axis although neither of these tactics were successful enough to change

the tide of the war.

Bombing runs were extremely dangerous and often resulted in pilots deaths due to heavy flak attack and more commonly lack of navigation. Therefore, like the tank, the aeroplane's use was limited and short lived. Actual aerial encounters were extremely rare but most were messy and hardly as glorious as the reports submitted to the public and the war cabinet of that time.



## FROM THE HUD TO

Ever since the Amiga's release to the public, flight simulators have featured heavily and none more than those set within a combat environment. The first combat simulator was Interceptor from Electronic Arts and was hailed as the state of the art in computer simulation. Interceptor set the standard that other flight games would follow.

Many simulators appeared thereafter but none really stole the limelight in the way that Falcon from Spectrum Holobyte did. The result of years of research, Falcon was bigger, better and more realistic than Interceptor and the sales were unbelievable. Presentation was superb and the graphics amazing with smooth 3D that enhanced the feeling of realism. Nothing this complex had been tackled before and the result was a massive success. Falcon would hold the number one position for some time to come.

Lucasfilm adopted a different approach and decided to tackle World war II with Battlehawks 1942

*The complexity and variety of mission was Falcon's strong point. Not only were you required to take out enemy MiGs, but also you had to destroy tank formations, trains and boats as well as accomplish the customary bombing runs.*



and Battle of Britain. The background material was easily accessible and the historical events already laid out for them to take. Battlehawks simulated the Battle of Midway and the overall feeling was one of sheer excellence.

The sound effects, graphics and presentation were first class and the realism had been taken a step forward. As with Falcon and



# ation or Reality?

After the war, interest in the aeroplane as a fighting machine faded and development turned. The plane was now seen as a means of public transport. This became the more popular role and is where the aeroplane excelled above any other form of transport.

With the rise of Hitler and the imminent troubles that lay ahead, the aeroplane was to take on the role of a military weapon once again. The Nazis' Luftwaffe air

force was a formidable fighting unit and its pure strength was to be displayed to the entire world with the Blitzkrieg of Poland which was to be quick and very decisive. Stuka dive bombers cleared the way for the invasion force while Messerschmitts took out the feeble Polish airforce.

Eventually the World was thrown into a terrible World War, a fate that could never have happened again after World War I. For

the aeroplane, the war was a great success and it now adopted a predominant role that was to shape the outcome of events.

The first real aerial conflict took place above the South of England in a battle etched into the hearts of those who were there at that time, the Battle of Britain. Most of the action took place during the months of July to September in 1940 and it was at this time of the war that the most intensive aerial campaign ever was staged.

The RAF took to the skies in order to intercept the German Bomber formations and their fighter escort. The skies were a mish mash of aeroplanes, some falling, others exploding. Those that made it back were the lucky ones.

Two fighter planes emerged as the most creditable of the conquest and these were the Supermarine Spitfire and Messerschmitt Bf 109. Both were fighters and both were closely matched in speed, armament and manoeuvrability. Unfortunately for the Luftwaffe, the Spitfire



took the edge and the result of the battle rested heavily on its successes. The importance of the aeroplane had now been fully recognised.

After the Battle of Britain, aerial conflicts were so numerous that none really stood out against others, except one and this was the Battle of Midway which took place over the sea. After World War II the plane became the jet fighter, faster and much more deadly. The future for the fighter was now secure.



## THE CPU



Although the majority of the game revolves around the Spitfire and Messerschmitt, Battle of Britain also includes the bombers.



F16 tackled night flying in a very serious way and instead of just darkening the sky they incorporated an infra-red heads-up-display.

gration. Although at first heralded as one of the best, F-16 failed to get the acclaim it so rightly deserved.

This was pure simulation, more so than Falcon, and therefore many could not handle the plane and interest waned. Features included an Amiga to Amiga link, also included with Falcon, and night flying which had never been tackled before and which enhanced the game's overall appeal tenfold. Comparing Falcon and F-16 Combat Pilot now it is obvious that F-16 is the superior of the two. How unfortunate it was that this excellent product missed the glory.

With Fighter Bomber and MiG-29 now available, the choice for the

Amiga flying ace is one of confusion. Falcon is the obvious choice and deserves acclaim. But spare a thought for three products that have made more impact on flight simulation on the Amiga than any

other. What are these three? Test fly Battlehawks 1942, Battle of Britain and F-16 Combat Pilot. They are definitely the best of all simulators although F-16 may prove just too hard to land. Shame!



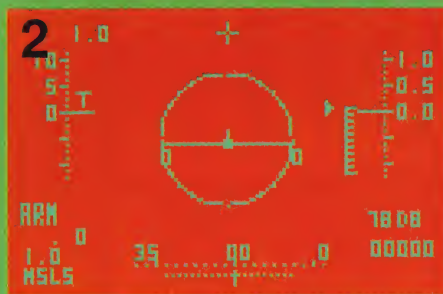
F16 Combat Pilot, being more true to simulation, suffered from one major upset - it was very difficult to land the plane after each mission. This turned a lot of players away from the game. Otherwise, F-16 is probably the best sim ever on the Amiga.

Interceptor, the planes of that day didn't come with radar and laser-guided missiles. A machine gun was the weapon of the day and you had to be up close to use it. This difference in tactics became the major attraction of Battlehawks 1942 and the Battle of Britain.

The next simulation to take the stage was F-16 Combat Pilot from masters of simulation, Digital Inte-



# WHAT IS THE HUD?

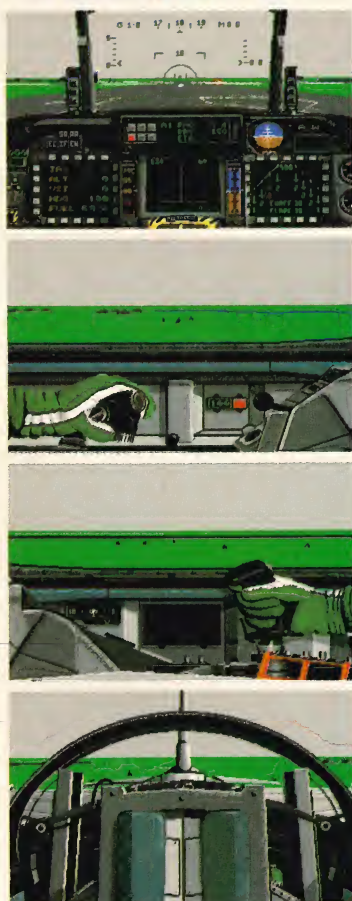


- 1) **F-16 COMBAT PILOT:** Complex HUD with night vision.
- 2) **FALCON:** HUD with excellent weapons ranging.
- 3) **MIG-29 FULCRUM:** Basic HUD that isn't very clear at all.

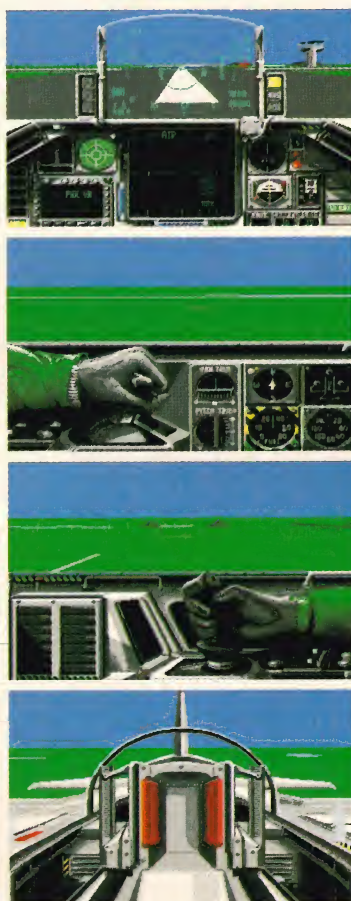
HUD is in fact short for Heads Up Display. The HUD is a computer controlled targeting and navigation system that is beamed into a computer screen in front of the pilot. Looking at the HUD will inform the pilot of everything he needs to know about the condition of his aircraft, his present course and his targeting con-

dition. When he intercepts an enemy craft the HUD system automatically finds the target and locks onto it. The missiles follow this lock when fired. The HUD is effectively a co-pilot. If the HUD is destroyed through combat or malfunction then the pilot can always resort to his main instrument panel.

**F-16 COMBAT PILOT**



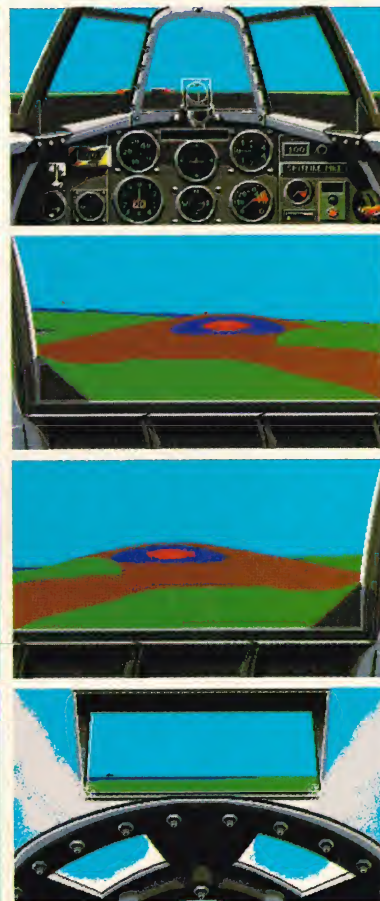
**FALCON**



**MIG-29 FULCRUM**



**BATTLE OF BRITAIN**



## VIEWING FROM ALL ANGLES

Obviously, a pilot would be pretty blind if the only view he had of his world was the view to the front of the cockpit. Therefore most simulators incorporate left, right and rear views so that you can watch out for enemy craft or incoming missiles. With each new simulation, the views

change somewhat in detail although F-16 Combat Pilot and Falcon are very similar due to the planes being almost the same.

Unfortunately, MiG-29 does not have the cockpit diagram when looking left, right and back and this does effect the realism considerably. With F-16 and Falcon, the left

view contains the throttle control and secondary instrument panel while the right contains the warning indicators and bearing capsule. The only information a Spitfire pilot had was contained in the main cockpit display but the rear view mirror was very useful to keep an eye out for incoming Messer-

schmitts. The bomber views from Battle of Britain are fairly numerous. As well as the front, left, right and rear views their are also the gunner seats. Obviously, the number of gunner positions depends on the type of bomber being flown but most contain a nose, left, right and tail seat.

The most important view of the bomber is the bomb bay window. From here the bombardier can tell when and where to drop his bombs.



# MIRROR IMAGE



1991 sees the re-introduction of classic 16-bit releases under a new banner →  
Mirror Image.

Commencing with the four releases shown below, **Mirror Image** aims to give you the best in quality at the very best of prices . . .

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**SPEEDBALL**



**DEFENDER OF  
THE CROWN**



**ROCKET RANGER**



**STRIKEFORCE  
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*Available on ST, Amiga and  
IBM PC & Compatibles*



# ACTUAL COMBAT MANOEUVERS

F-16 COMBAT PILOT

FALCON

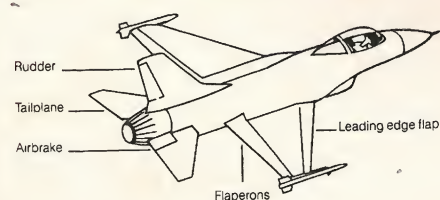
MIG-29 FULCRUM

BATTLE OF BRITAIN

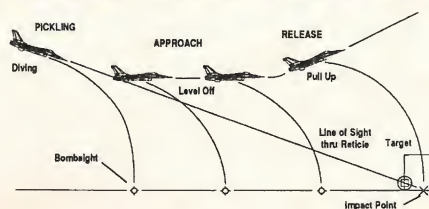


The first thing any Amiga pilot wants to dabble in is the combat situation. He doesn't care how to fly his bird at first but just wants to take out an enemy craft. For the recent aeroplanes, like Falcon and F-16 the task of *jumping in at the deep end* is a little more difficult as you need to become acquainted with the HUD.

Once you understand this important system of your plane you will get to grips with the dynamics of combat. Your main directives are to seek out the enemy, lock onto them, destroy them and then get the hell out of there. However,



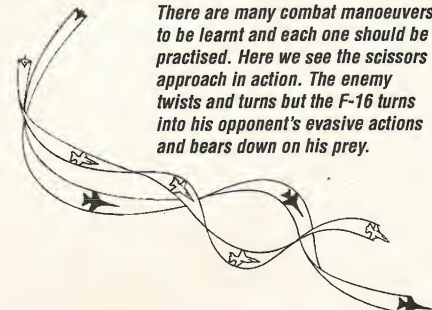
*Before you can take your bird up you will need to become familiar with all the aspects of flying. It is alright taking off without being fully accustomed to the aerodynamics of the plane you are in but you'll soon find yourself in trouble when it comes to landing safely.*



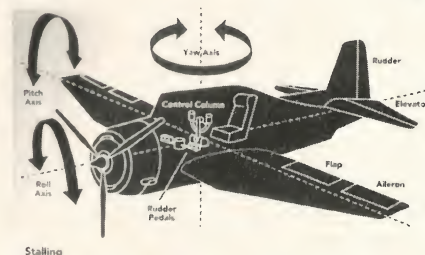
er, the missiles of modern day fighters are extremely fast and very accurate. Even if you do manage to take out the enemy you may find yourself losing your HUD, landing gears, weapons stores or any other multitude of things.

With the World War II planes combat is easier to master but harder to fulfill. You can't lock on a missile from 10 miles away and be guaranteed of a sure hit. To make a successful kill you've got to get right up to the enemy and blast their plane away with a cannon.

Regularly, you will find yourself running out of ammo and becoming the target of enemy venom. Combat with the modern jets is fairly quick and clean but the dogfights of World War II could last for ages.



*There are many combat manoeuvres to be learnt and each one should be practised. Here we see the scissors approach in action. The enemy twists and turns but the F-16 turns into his opponent's evasive actions and bears down on his prey.*



*The essential part of flying is learning how to control your plane. Remember, if you climb too high and hold your course then your speed will drop and you may stall.*



# FROM CRUISERS...

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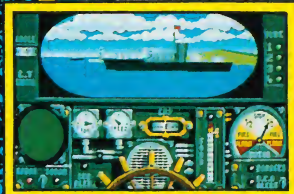
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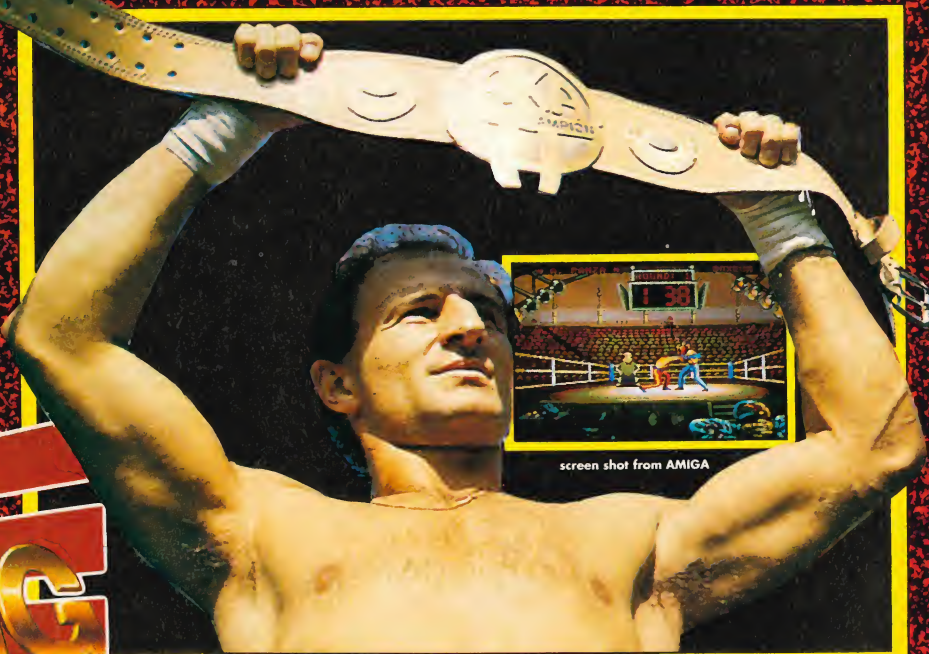
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# Panza KICK BOXING™



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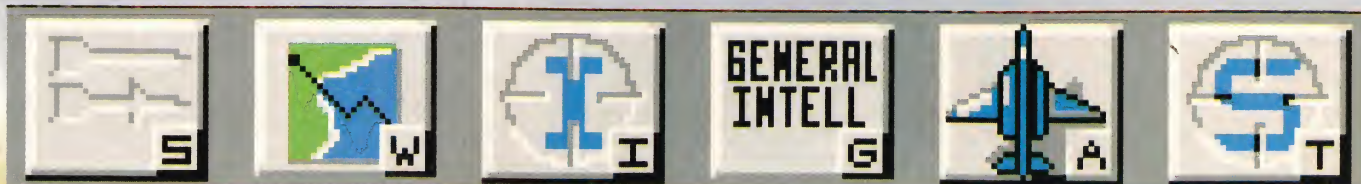
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# GETTING AROUND YOUR BASE HQ



The key to your briefing is learning to use the icons correctly. From the main briefing screen you will have the options to change your plane and select the weapons you wish to load your bird up with. As well as the weapons you can also change your waypoints. Waypoints are your ticket to your destinations. They are plotted lines between several points. These are loaded up into the jet's computer fly-by-wire system which then instructs the pilot of the next waypoint bearing and ETA. Any mission intelligence

is open to you and this information gathered by clicking on the I icon. New reports and any hints of sighted enemy activity will be shown to you. General intelligence consists of information about the actual and the kind of terrain you will be travelling across. If you are not keen on your mission then you can change it and you also have the opportunity to change plane types. Once you are happy with your choices you can select the briefing and then ok at which point you will be taken to your plane.

You realise that you are on a collision heading. If you are to win this confrontation you'll need to maintain concentration and fly like never before. The range decreases. He gets his shot off first and you feel cannon shells bouncing off the wings. Performing the same actions, you press on the cannon switch and release a burst of bullets which dance across his plane before tearing into the cockpit. The enemy plane turns away just in time and then dives to the sea. The mission is over and you are still alive. Your pride has been dented but you survived and that's what counts.

And that's what it's all about. Flight of the Intruder not only features the Intruder but the Phantom

as well and both have been represented in glorious 3D.

You sign on at the log screen where you are placed as a rookie although this can be changed if you think you can handle the harder missions. From here you will be given a mission briefing and the option to arm your plane and set waypoints for the mission ahead.

The plane can be handled through mouse and joystick although mouse is a little over responsive. The forward, left, right and back views have all been included as well as forwards left and right and back left and right which gives a greater field of vision. External views are also available.

There are several different missions to choose from and each includes fighter interception as well as bombing runs. The Intruder is used primarily for fighter interception and the Phantom for bombing missions although both are flexible in each other's scenarios.

If you complete your mission successfully you must return to base where your record will be updated and any medals pinned to your chest. Your record is the key to your advancement.

As you become more proficient in your missions and you rise in rank the harder the mission will become. The realism factor will

also change and you will not be able to land at a 45 degree angle so you will need to be careful.

As with all good simulations an Amiga to Amiga link has also been included which is great fun. What more could you want?



A	C	T	I	O	N	I	N	F	O
<b>FLIGHT OF THE INTRUDER</b> <b>MIRRORSOFT £29.99</b> <b>TEAM: ROWAN SOFTWARE</b>									
<i>It was a long time coming but it has finally happened. Falcon has been beaten! Mirrorsoft have come up a flight sim so excellent that you could mistake it for the real thing. That will never be the case but this is the closest you're going to get to reality. The graphics are excellent and the update smooth and fast. Sound is also very realistic. Presentation is superb. Rowan Software have spent a great deal of care and attention in putting the product together. Congratulations to Mirrorsoft for a masterpiece.</i>									
<b>LEAGUE RATING</b>									
<b>** TOUCHDOWN **</b>									
<b>1 FLIGHT OF THE INTRUDER</b>									
<b>2 FALCON &amp; MISSION DISKS</b>									
<b>F L I G H T S I M S</b>									

## INTRUDER AND PHANTOM WEAPONS



The weapons systems of the Phantom and Intruder are extremely sophisticated indeed. The planes are controlled by a fly-by-wire computer system which effectively controls the planes thereby leaving the pilot to control the weapons system and give all his attention to combat situations. Gone are the days of a cannon, although the Intruder and Phantom come with a gun. Now it is the missile that is the king of weapons. Complete with heat seeking abilities, the missile is a formidable weapon of destruction and one that there is

little chance of escaping. Sophisticated as these weapons may be, the only real deterrent is radar jamming, chaff and flares with the last two proving more successful. The heat-seeker locks onto the targeted heat source and follows that source until it destroys it or loses the track. As for bombs, the Maverick and Durandel are the most effective although pave-way produces some pretty spectacular results. The Maverick is laser guided while the Durandel drives itself into the ground before exploding approximately 5 seconds later.



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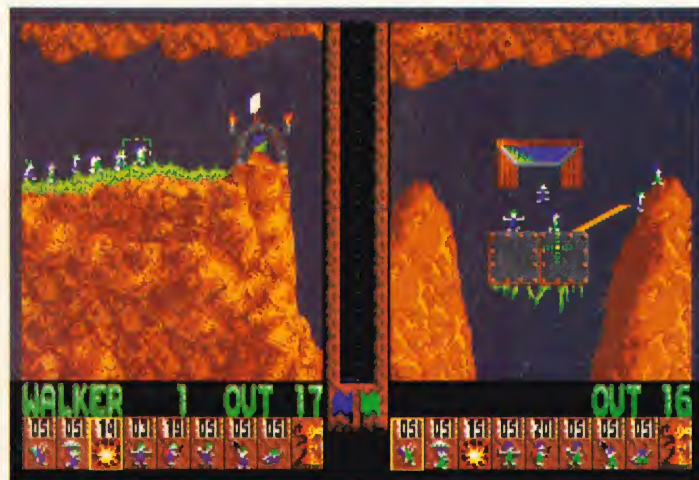
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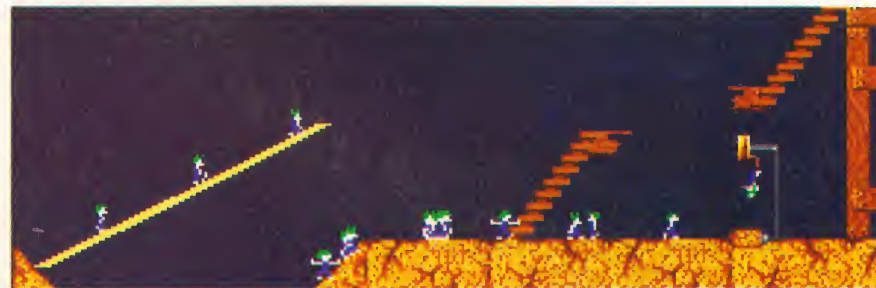




The Fun levels are really easy to beat and don't pose many problems, but when you try the Mayhem levels you get quite a shock. Here we see the lemmings falling to their death as soon as they enter the level. What can you do?



Some games rely on a two player mode to make them enjoyable. Even though Lemmings has one, the one player mode is more than enough.



Traps are many in the various levels of Lemmings and if you don't keep a careful watch on things you'll find that your lemming population will dwindle quickly as they walk straight into the simplest trap.



# Lemmings

PUZZLE AND QUIT



Aaah! Lemmings are such cute little animals.

Even though they are related to creatures such as rats which, are usually feared by even the toughest among us, they are viewed in a totally different concept. But as lovable as these creatures may be, they aren't too bright. Each year they all jog down to a handy rock and hurl themselves off, usually to their deaths.

Well, now's your chance to save these rodents thanks to the genius of DMA Design. They were the people responsible for the amazing Blood Money which still ranks high in the shoot'em-up charts today.

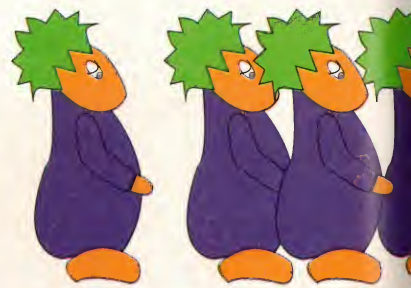
The idea is to prevent the suicidal rodents from walking into some cruel trap or falling to their death from a high mountain peak. However, stopping them isn't that easy because you can't actually control

them directly. They simply walk around, only changing direction if something is in their way.

All you have to help them find their way to the exit tunnel and safety is a set of skills that you can bestow on them. There are eight different skills in all, each enabling a lemming to do a particular thing to help get his friends to the exit tunnel.

There are four difficulty levels to choose from which start off at Fun (easy) and end up with Mayhem (very hard). There are 30 games in each difficulty level making a total of 120 in all. Once a level is beaten you are given a code so that you don't have to play it again if you don't want to.

Although you wouldn't think so at first the pause is an important part of the game. It enables you to stop the action and view the level at any point so you can work out what course you should be taking or what traps to avoid.





# lemmings



**ACT I O N I N F O**

**LEMMINGS**  
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TEAM: DMA DESIGN

When we reviewed Chip's Challenge last issue we thought that it would be a long time before anything would top it. But Lemmings has accomplished that task. It is absolutely amazing while being very original. It reminds me of the sort of addictive games that we used to play on the C64. The sound is good and adds a lot of humour, while the graphics, although not top quality, work very well and are more than adequate. Whatever type of game you enjoy you'll enjoy Lemmings. Totally amazing.

**LEAGUE RATING**

\*\*\* TOUCHDOWN! \*\*\*

**1 LEMMINGS**

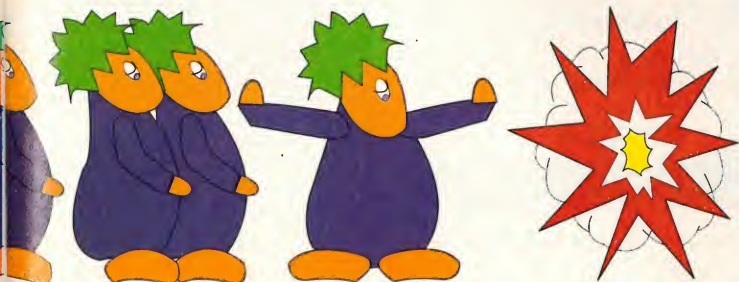
**2 CHIP'S CHALLENGE**

**PUZZLE GAMES**

And even when (or if) you've beaten all the 120 levels there's still more to the game. If you wish you can play against a friend in a head to head battle. Here the gameplay changes dramatically as you try to save your lemmings from doom as usual, but at the same time you must try to sabotage your opponent's lemmings.

The game is totally icon driven with only the mouse needed to play it. It does get very tough and the quicker you are with the mouse the better. Save your lemmings from destruction. If you don't they will be nuked right in front of your eyes!

**OVERALL SCORE**  
**90%**



## SKILLFULLY STOPPING THE SUICIDAL LEMMINGS

**CLIMBER:** Climbs any vertical surfaces that it comes across till the end of the level.

**FLOATER:** If a lemming is falling to his death a quick activation of this icon will provide him with an umbrella and prevent a rather messy death.

**BOMBER:** If you need to blow a hole in a wall or simply get rid of a blocker, clicking this icon will strap a bomb to the lemming with a five second fuse.

**BRIDGE BUILDER:** If there's a hole or chasm in the way then this chap will has enough bricks to build a small bridgelike stairway.

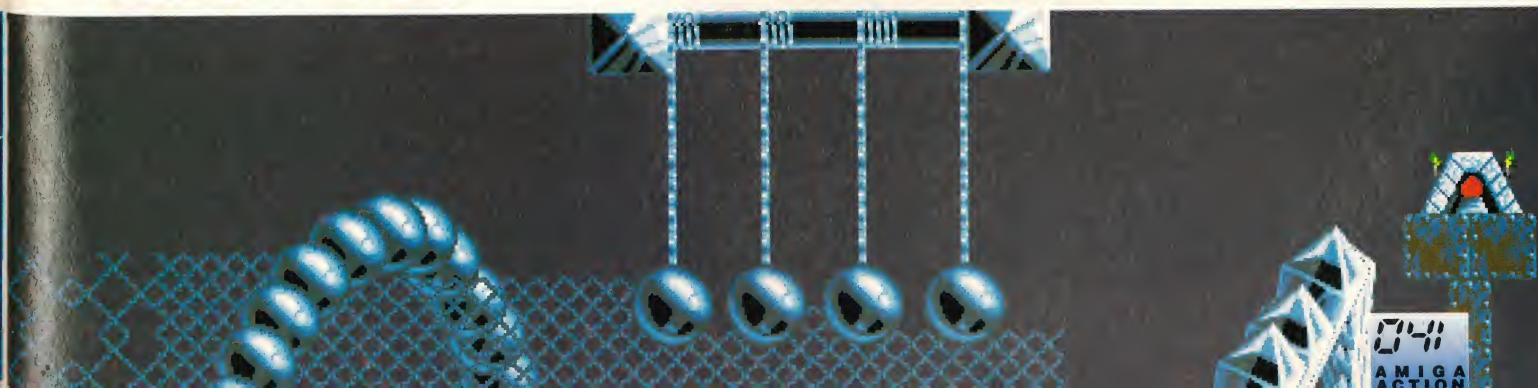
**BLOCKER:** Will stand to attention and prevent any other lemmings from passing him. Good for stopping lemmings from falling off cliffs.

**MINER:** Equipped with a small pick-axe the lemming in question will dig a small shaft diagonally into the ground.

**BASHER:** A bit tough this one. If something gets in his way this little chap will clench his fists and smash his way through to the other side.

**DIGGER:** Going down! Sometimes this is the only way you can go to reach the exit.

A map in the bottom right hand corner of the screen lets you know what's happening in other parts of the level that you can't see. Very handy!







# Pro Tennis Tour 2



Pro Tennis Tour has been around for some time and has a reputation for being a worthy tennis simulator. The sequel, named, erm, Pro Tennis Tour 2, has appeared from UBI Soft and it expands on the original somewhat.

Before you even pick up the racquet and pretend to play your favourite song on an electric guitar you can adjust the settings of your game. Do you want to play on grass, concrete or clay? Male or Female players? Just one set or an entire tournament?

You may either play all on your own (Oooer) or invite your mates around and using a joystick adapter have up to four playing at the same time (Oooer again). If you know someone who is a loud-mouthed yob and claims to be twice as good as everybody else you can make them prove it by arranging a two against one match.

As well as altering the sex of the players you can also adjust the characteristics of each individual. Forehand, backhand, power, services and underwear can all be changed to suit your playing style. Practice will increase your ratings with every shot that you make taken in to consideration. And when you switch off your computer does all your hard work go down the lavvy? No, you can save your best players on to a disk allowing

you to return to them the next time you play.

The action starts when you step on to the court; The crowd starts to shout your name before you have even hit the ball (in your dreams!). Serving is achieved by positioning a target where you want the ball to land and then hitting the fire button. If the other player cheats and manages to return one of your shots you must quickly intercept the ball.

By moving the joystick in the appropriate direction you can direct your hits. Success at these fancy shots vary with the skills of each player - an experienced player will be able to influence each shot more than somebody who has never

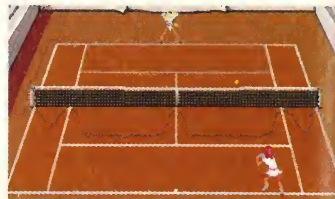
picked up a racquet before.

Gaining the privilege to hold the golden cup aloft as the crowd loudly applaude will take split second timing and fast thinking. For the winner there is glory for

the loser there is only death! Actually that last bit is a fib but it made the finishing paragraph more exciting!



Just one of the many options screens. You can adjust the skills of each player to suit your individual playing style. If you think you have got a future champion you can save the player to disk for future games.



After selecting a basic character you can build up your skills using the training mode. The machine can be programmed to set up the type of shot that you want to practice or can be set on random.



By using an adapter you can have upto four players on the court. Team work and coordination will increase your chances of victory and the losers can have a good argument over whose fault it was.

A C T I O N I N F O

**PRO TENNIS TOUR 2**  
UBI SOFT £24.99  
TEAM: BLUE BYTE

*Pro Tennis Tour 2 isn't radically different from the other games of the same genre, but it does add more options. The animation on the characters is exemplary and in general all round presentation is good. Sound is the weakest part of the game but is still adequate. The plethora of options is amazing - I can't think of anything that has been missed. Whether you fancy just hitting the ball around for a bit of fun or want to get some practice in for Wimbledon, this is the game for you.*

**LEAGUE RATING**

- 4 TV SPORTS FOOTBALL
- 5 PRO TENNIS 2
- 6 TENNIS CUP

SPORT SIMS





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# NEW! - AMIGA PACK

Commodore A500  
Flight Of Fantasy

£399

INC VAT



## A500 BATMAN PACK



The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the Commodore Amiga 500 computer with mouse controller and TV modulator, plus four top software titles. The software includes: 'Batman The Movie' - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; New Zealand Story - high quality conversion of the leading arcade game; Interceptor - Dogfight with two F-16's in this leading flight simulator; Deluxe Paint II - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

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Interceptor	£24.95
Deluxe Paint II	£24.95

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Less Pack Saving: £150.78

PACK PRICE: £399.00

£399 INC VAT

## AMIGA 2000



For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295+VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

£1295

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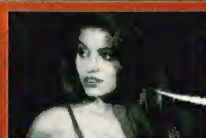
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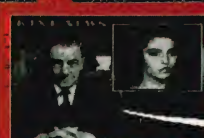
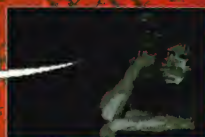
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# THE STORY SO FAR IN THE BIG BAD CITY



I'VE GOT HER...LET'S GET OUT OF HERE BEFORE THEY NOTICE SHE'S GONE!



THE DAUGHTER OF U.S. PRESIDENT COLE HAS KIDNAPPED THIS EVENING BY ARMED GUNMEN WHILE ATTENDING A CHARITY FUND RAISER IN NEW YORK CITY.

THIS SOUNDS LIKE THE WORK OF KING PIN.

I WAS WONDERING WHEN HE WOULD CRASH OUT FROM UNDER HIS ROCK?



# Crime Wave



SHOOT 'EM-UP



Things had been getting bad in the city these last few months. Even when Luke was in the force himself

drugs and crime had been a problem, but never to this extent. Organised crime had risen dramatically, and it all seemed to lead back to one man – the King Pin. But he was clever and made sure that he kept a safe distance from the men that did his dirty work.

It was early morning, and Luke had just risen from bed after a late night. He grabbed some food from the fridge and turned on the news. His attention was soon caught by a news flash. The King Pin had kidnapped the President's daughter. This was the final straw. It was time for Luke McCabe to go vigilante.

Crime Wave is a good old shoot'em-up where you shoot at anything that moves, and if it doesn't move you shoot it until it does. The game is a very close clone to the arcade game Narc, and previously released by Ocean (reviewed last issue).

Playing the part of Luke McCabe, a man who has decided to take the law into his own hands, you must attempt to put a stop to the crime boss – the King Pin. This mission will take Luke through a selection of the city's poorer areas, and within these suburbs are drug factories filled to the brim with the King Pin's men, all with the orders "Shoot to kill".

However, Luke is not totally defenceless. When he starts off he is equipped with a gun and an awesome rocket launcher to deal with the gangs of criminals. Both weapons can be controlled with a joystick by holding down the fire-button for a certain amount of time (a quick press for the rockets, a long one for the machine gun).

But as powerful as these weapons are they don't last forever and you'll need to collect extra ammo as you go along. This is made slightly easier by special bonus rooms that can be found on some levels. Inside these rooms is a large supply of ammo for both weapons, as well as a load of money and drugs that will increase your score when collected.

OVERALL SCORE 63%



Talk about clones! But even though it is a copy of Narc, it is slightly better than the Ocean game. Here you see Luke taking his rocket launcher for a walk in the city's ghetto.



Most of the scenery in the game can be used as a shield against the enemy's fire, but on the other hand you can blow it away and sometimes unveil hidden extras.



Just when you thought you were going to run out of ammo you find a bonus room. Make your way though it collecting the various goodies.

A C T I O N I N F O

**CRIME WAVE**  
U.S. GOLD £24.99  
TEAM: ACCESS

100  
90  
80  
70  
60  
50  
40  
30  
20  
10

100  
90  
80  
70  
60  
50  
40  
30  
20  
10

We reviewed Narc last month, and wonder why anyone would want to bring out a similar game. But even though Crime Wave isn't that brilliant, it is slightly better than Narc. The controls are hard to contend with and don't improve as you get used to them. The game slows down when you start pumping bullets out left right and centre. The game-play itself isn't that great, and I found that I could do almost as well when I walked through a level without bothering to fire the gun once. Not a game I would recommend.

**LEAGUE RATING**

59	DYTER 07
60	CRIME WAVE
61	NARC

SHOOT 'EM-UP



# BACK TO THE FUTURE III PART III



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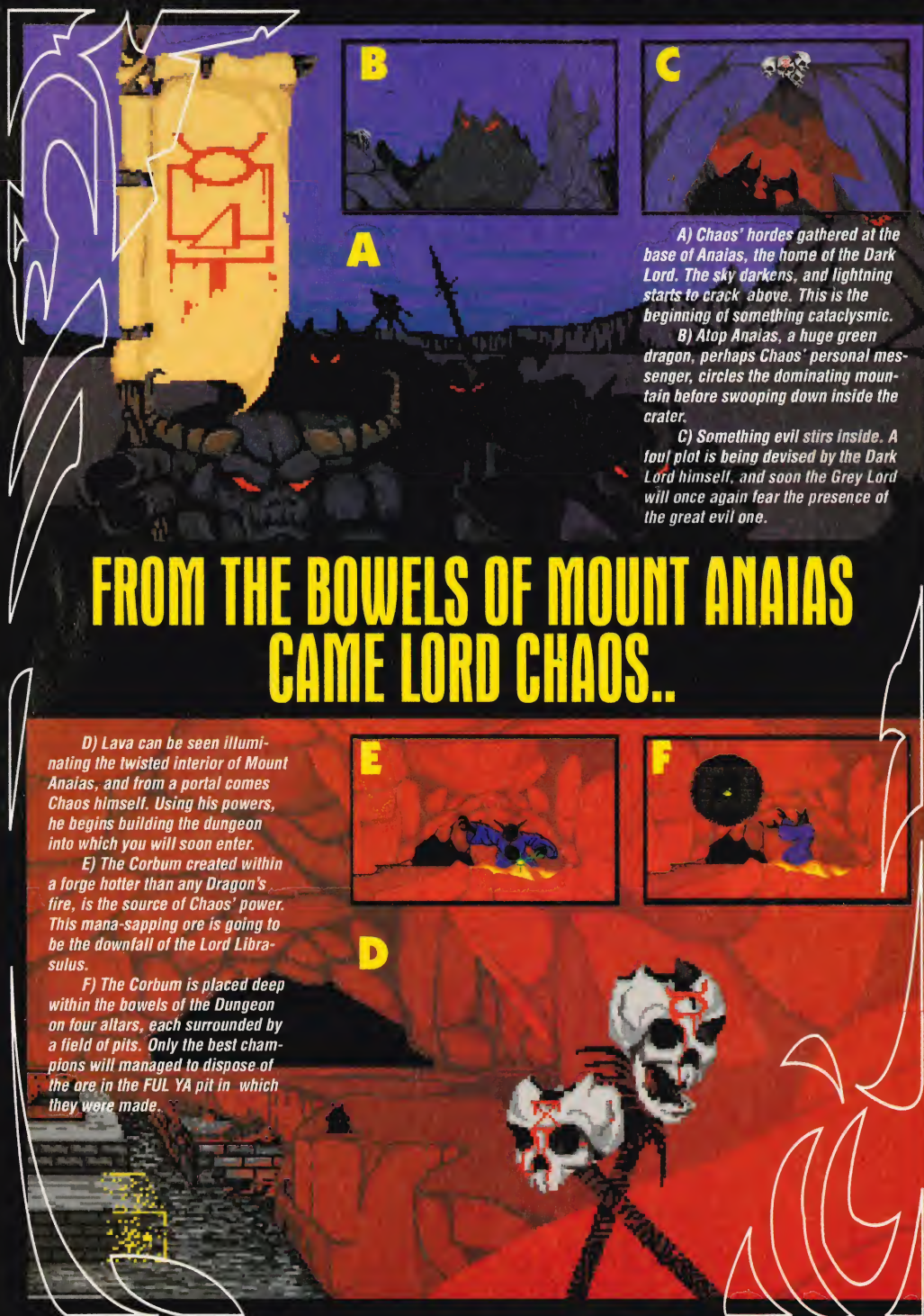
IMAGE WORKS, Irwin House, 118 Southwark Street, London SE1 0SW Tel: 071-928 1454 Fax: 071-583 3494





# SAVAGE CHAOS

- 1) **COATL:** Snake-shaped being of emerald green, the flap of its wings hides champions' screams.
- 2) **ZYTAZ:** Black-shaped mass, with a single eye, linger and see yourself, weaken and die.
- 3) **LORD CHAOS:** Cloaked in shadow, shrouded in flame, worlds weep at the sound of his name.
- 4) **BLACK FLAME:** Black pain, black fire, draw too near, your funeral pyre.
- 5) **FLYING EYE:** Winged tail and floating eye, hurls fire and poison from the sky.
- 6) **SLIME DEVIL:** This lump of green, true to its name, tosses slime that will poison and ooze that will maim.
- 7) **WATER ELEMENTAL:** Liquid hatred, rushing hell, the water from Lord Chaos' well.
- 8) **STONE GOLEM:** A man with a club, all hewn from stone, from its soul, all compassion has flown.
- 9) **DITU:** Spawn from hell, these spiders be, golden-widowed misery.
- 10) **DRAGON:** Foe to man, and Elven kin, great red lizard strikes again and again.
- 11) **ANT MAN:** A stalking hulk of vibrant blue, the Ant Man is ordered to hunt for you.
- 12) **ROCK PILE:** Chance upon naught, but a pile of rubble, red tentacles grab, teeth flash - trouble!
- 13) **DEMON:** Talon-handed, mace-tailed, frame of a serpent, soul that is damned.
- 14) **DETH KNIGHT:** Sword and sabre, armoured wraith, Chaos' bodyguard, keeps him safe.
- 15) **GIGGLER:** Laughing thief, all leg and arm, steals but does no other harm.
- 16) **BITER:** Three mouths in place, of head and claws, heroes fall from its poisoned jaws.
- 17) **HELLHOUND:** The Dark Lord's familiar, warlock dog, black and vicious, breathes fiery fog.
- 18) **VEXIRK:** Small, black and hooded, with eyes of red, throws magic and fire, from the land of the dead.
- 19) **RIVE:** First it is little, then it is much, a mouth that devours, but nothing to touch.
- 20) **WORM:** New armoured and spiked, as it slithers through h space, its body topped by a tang-mouthed face.



## FROM THE BOWELS OF MOUNT ANAIAS CAME LORD CHAOS..

D) Lava can be seen illuminating the twisted interior of Mount Anaias, and from a portal comes Chaos himself. Using his powers, he begins building the dungeon into which you will soon enter.

E) The Corbum created within a forge hotter than any Dragon's fire, is the source of Chaos' power. This mana-sapping ore is going to be the downfall of the Lord Librasulus.

F) The Corbum is placed deep within the bowels of the Dungeon on four altars, each surrounded by a field of pits. Only the best champions will managed to dispose of the ore in the FUL YA pit in which they were made.







# Chaos Strikes Back

(Right) The utility disk allows you to edit your characters' appearances by adding a few of your own customisations. Also included is set of pictures from the original Dungeon Master, each character being revamped with a new look.



(Right) Each character can carry up to 17 items in his backpack, plus extra pockets and chests that can be found throughout the adventure. Armour can be found to protect each party member, but everything adds up to reduce the character's speed and movement.



Gore clenched the Firestaff as he withstood the full blow of a fireball. Heavily scarred, he managed to create a flux cage around Lord Chaos. At the same time, Modeus, Master of Stealth was tending to Gore's pains with a health potion. Blood dripped from his cheek, but they had Chaos where they wanted him.

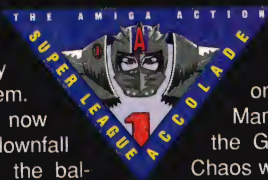
Without a place to run, the Dark Lord began chanting another spell. Holding the Firestaff aloft, Gore began fusing the flux cage. From the tip of the powerful staff came a series of bright coloured flashes, whizzing around Chaos's dim silhouette.

In a moment of extreme light, a loud explosion could be heard throughout the Dungeon. Inside the magical cage, Lord Chaos could be seen doubled-over, taking on a new form. One moment Chaos, the next

Librasulus. From behind a giant ball of flame, the kindly Grey Lord stood before them. With the Firestaff now completed and the downfall of Chaos a success, the balance of good and evil was restored once again.

A great feast was held in rejoicing, and the heroes' great deeds were known throughout the land. Little did they know that deep within Mount Anaias Lord Chaos was rebuilding his strength, and had plans to overthrow the Grey Lord once and for all.

Many moons later, the Grey Lord summoned the champions to his castle. Upon their arrival, the Grey Lord was slumped in a sturdy chair, his face bruised and blood caked around his mouth. It seemed that Chaos had foreseen his demise, and had created a new Dungeon within Anaias.



Inside, he had created four chunks of Corbum – a strange ore made from pure Mana. This was sapping the Grey Lord's power, and Chaos was taking over Librasulus. He jeered at the Champions and challenged them to enter his Dungeon, knowing that the dangers ahead are far too tough for any man to survive...

Well over a year after the ST version, Chaos Strikes Back has finally arrived on the Amiga. Like Dungeon Master, Chaos requires 1 meg to run, and comes on two disks: the games disk and utility disk. Characters from DM can be carried over to Chaos – minus their equipment, or a set of new characters can be found in Chaos's prison.

Booting the utility disk first, you can choose one of the three options. The first is to view the superb introduction sequence, showing Chaos building his new dungeon and forming the four pieces of Corbum. The next is the character editor. From here, you can

change the appearances of your old party using a simple art package. Lastly, you can consult the hint oracle.

The game disk will place you right in the middle of the action – on level 5 out of 10. Around you, poisonous worms gnaw at your flesh and nothing can be seen in the pitch blackness. From now on, the action will never cease and the chance to take a breather is very rare. Monsters attack from all sides, and with no possessions, you are left only with magic. To light up the situation, a simple FUL spell can be cast. To destroy the worm you'll need something a little more powerful, such as a fireball or lightning spell. A number of them can be acquired in the first hall, but they can only be exchanged for Gor coins.

Continued on the next page...







The challenge set by Chaos is a tough one and it is more than likely that one of your party will meet his maker. However, remember to pick up the remains, as an Altar of Rebirth can be found at each of the four ways.



Nearing the top of the Dungeon, level 2 consists of a large room filled with pits, some open. Others open and close when a button is pressed. In the centre is a large pillar, in which is a piece of Corbum. You must collect the Ore, before collecting the other three.

Before long, you will come across a junction - the Junction of the Ways. Down each of the four paths lies a piece of Corbum, but before you can reach the ore, you'll be tested in the ways of the Warrior, the Priest, the Wizard and Ninja, or as they are called in the game, ROS, KU, DAIN and NETA. It doesn't matter which way you decide to venture through first, but all will be visited before the end of the game.

You will notice that food and water is in short supply to begin with, but when you locate the Diabolical Demon Director (DDD for short) and the dragon den, you'll find a bundle of dragon steaks, as long as the owner, one fierce red beastie that breathes fire, doesn't mind you carving a chunk of his leg off!

Decent equipment is also very hard to find, and to begin with, the only source of weaponry will be the supplies for the quick, a series of alcoves surrounded by moving pits. However, the upper levels are bountiful, and countless Gor coins

A C T I O N I N F O

## CHAOS STRIKES BACK

MIRRORSOFT £25.99

TEAM: FTL

To put it simply, *Chaos Strikes Back* is probably the best game for a 1 meg Amiga, and anyone who has played the original *Dungeon Master* will now what a fantastic game FTL have produced. The simple icon control system has been kept from the first game - and the same goes for the atmospheric sound and graphics. A whole host of new monstrosities have been included, and most of the old monsters from *Dungeon Master* have been revamped in some way or another. The challenge set by Chaos is much harder than the *Dungeon Master* quest, and it will take some time for the puzzles to be solved and the game completed. On the

whole, a game more suited to those who've played DM, so forget everything else, and lay your hands on *Chaos Strike Back* now!

### LEAGUE RATING

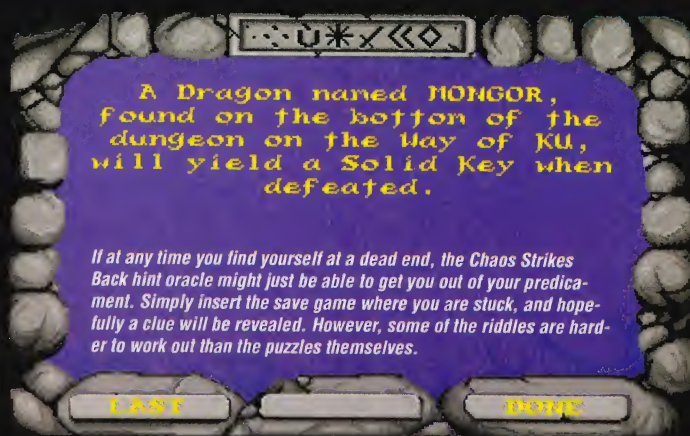
- 1 DUNGEON MASTER
- 2 C.S.B
- 3 CAPTIVE

ARCADÉ ADVENTURE

(used under the DDD and on level five) and weapons such as Fang and Dragon Armour can be found. Although it has been said that a Firestaff can be found, I'm am confident that there is no such item in Chaos' dungeon. Instead, you must cast all four pieces of Corbum into

the FUL YA pit in order to defeat the Black Lord. You'll find that Chaos is a lot tougher than DM, and you must be ready to face a challenge you may never survive.

OVERALL SCORE  
**90%**







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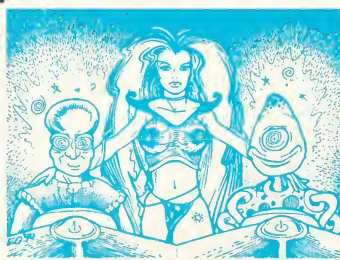
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The Ur-Quan Hierarchy, an ancient race who are the ancestors of the Ur-Quan slaves and their minions, are about to attack the Alliance of Free Star, the result being total annihilation in favour of the Ur-Quans.

Although the Alliance have been trying to negotiate with the Hierarchy, all attempts have been ignored to the point that three representatives were slain at a series of talks. If the Hierarchy were to succeed in overthrowing the Alliance, the triumph would be disastrous.

It appears the Alliance have come to us for help, and if we don't help them the Hierarchy could easily crush us underfoot when the time is right. We must act with aggression, we must act now.

Star Control is basically a game of starship combat. There are two sides, the Hierarchy and the Alliance, each with a total of seven different ships at their disposal. Each ship has its own special power, and this can be anything from regenerating the crew to engaging a cloaking device.

Star Control requires 1 meg to run, and can be controlled through either joystick or keyboard. There are three modes to play: practice, melee or full battle. The practice is a simple one-on-one battle between two ships of your choice. You can choose to play against a friend or the computer. A melee places you in control of the seven ships that make up the Alliance or Ur-Quan, the aim being to be the last survivor.

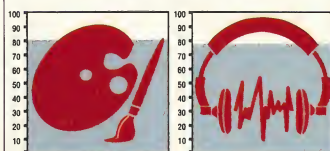
The full game is a battle of strategy and arcade. The computer can aid you here, because if you select a Cyborg as your control, the

computer will fight your battles. Choose a Psytron and the computer will choose your tactics. There is a selection of missions to undertake, but most require the total destruction of the enemy side. Normally you'll begin with a small number of ships in your battalion, but using your star base, you can build more, providing you have the materials and enough starbucks!

OVERALL SCORE  
**79%**

#### ACTION INFO

**STAR CONTROL**  
ACCOLADE £24.99  
TEAM: FRED FORD



To look at Star Control you wouldn't think that it would require 1 meg but sadly it does. The gameplay is addictive, but does tend to become repetitive after numerous battles. The option to use computer aid in both battles and tactics is excellent, and so is the inclusion of the scenario editor. The graphics are eye-catching, and the sound, most of which is sampled, is also of an equally high standard. With all this said, Star Control is a brilliant game to begin with but unfortunately tends to lose its appeal after a while due to lack of variation in the levels.

#### LEAGUE RATING

12 NARCO POLICE

13 STAR CONTROL

14 TIME MACHINE

ARCADE STRATEGY

(Below inset) The Ur-Quan Dreadnought features a deadly plasma cannon, and has the ability to launch short range fighters that home in.



(Left inset) Combining both strategy and arcade elements, the full game has nine different scenarios to conquer. On top of this, you can also create your own game using the scenario editor supplied.

(Main picture) The depths of space provide the perfect battle ground. Star Control features 14 ships to pilot, each with its own special ability and differing statistics.



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## EVERYTHING'S SLOTTING TOGETHER NOW

The edit program contained on the Hard Drivin' II program disk is extremely powerful if a little user unfriendly. The pieces are picked from the selection box which displays each segment or object in true 3D. By clicking on 'Take It', the piece is placed onto the track. All further pieces join onto the last one. There are several different portions of track including curves, banked curves, junctions, straights, loops, bridges and dips. The objects include cows, start grids, finishing posts, houses, barns and signposts. Once a track has been created it can be saved and used later on.



# Hard Drivin' II

RACING



Hard Drivin' took the Amiga games scene by storm and many were amazed that the arcade conversion

was ever written. Featuring full 3D graphics with reality perspective, it became the number one arcade conversion of 1990. Unfortunately, it did suffer from a lack of speed and the control method was very awkward and unresponsive.

With the advent of Hard Drivin' II, all this has been changed. The graphics are still in glorious 3D but the speed has been improved and the overall feel is one of greater realism.

Once again, you must leap into your sporty car and take on some of the best stunt drivers around. The task will not be easy and each of the four courses will require total concentration and skill if you are to be successful.

As soon as your car is lowered to the road the race begins. All your opponents tear away from the start position and as you press hard on the accelerator your car also skids away from the grid. The first segment of the track is a long straight that gives all the cars time to accelerate to full speed. This is the best time to overtake and you swiftly pass three

of the opposition but as you are about to take the fourth the road splits into two paths. One leads to the speed track, the other to the stunt section.

Avoiding the stunt track for as long as possible you decide to enter the speed section of the course. Once again the road straightens and your vehicle hits 100mph. The barriers forewarn of the impending banked curve and you ease back on the throttle. As you hit the curve the world outside rotates to 90 degrees and you feel as if the car is going to topple over but you manage to keep your control.

Straight from the speed track you decide to enter the stunt race. You know of the hazards but have never actually attempted the stunt segments yourself. The drawbridge is pretty easy and the car floats over the gap and lands safely on the other side without a scratch. But before you can congratulate yourself you see the massive structure – the loop the loop. Gritting your teeth you hope for the best.

The car slams into the loop and there is a terrific crunch as everything around you becomes a blur. You try desperately to keep to the centre lane markings but just as you begin to hit the straight on the other side the car flips out and you

lose control before ditching it on the embankment. Gathering your senses you wipe the visor and glance at the clock. 3...2...1...0... The race is over for you but with a little more practice who knows? You may even get a chance at racing the Photon Phantom.

You can edit your own tracks. Pieces are taken from the stores and slotted into each other. You can choose curves, straights, bridges, crossovers, hills, barns and loop the loops. Once you have created the design you must place the start, end and checkpoint on the track as well as the other cars.



**BANKED CURVES:** The curve is probably the easiest to negotiate of all the stunts but watch out for opponent cars.

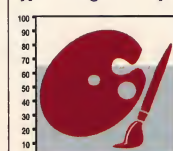
**DRAWBRIDGE:** Probably the hardest of all stunts. Make sure you pay strict attention to the speed signs.

**BITS AND**

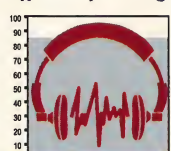
You can make your tracks as hard or as simple as you like with all the different track sections available. The simple ones range



A C T I O N I N F O



**HARD DRIVIN' II**  
DOMARK £24.99  
TEAM: Tengen



The graphics and the controls of Hard Drivin' were slow and unresponsive. Fortunately, all this has been rectified with the sequel and is therefore very enjoyable. The graphics are of a very high standard and move fast considering all the detail that is being moved in 3D. Sound is a little lack luster and is more like an ST than an Amiga which is not a real disappointment. I think the only real problem with the game is the fact that there is a severe lack of new ideas which may put off owners of the original game.

### LEAGUE RATING

12 COMBO RACER

13 HARD DRIVIN' II

14 JUPITER'S MASTERDRIVE

RACING GAMES





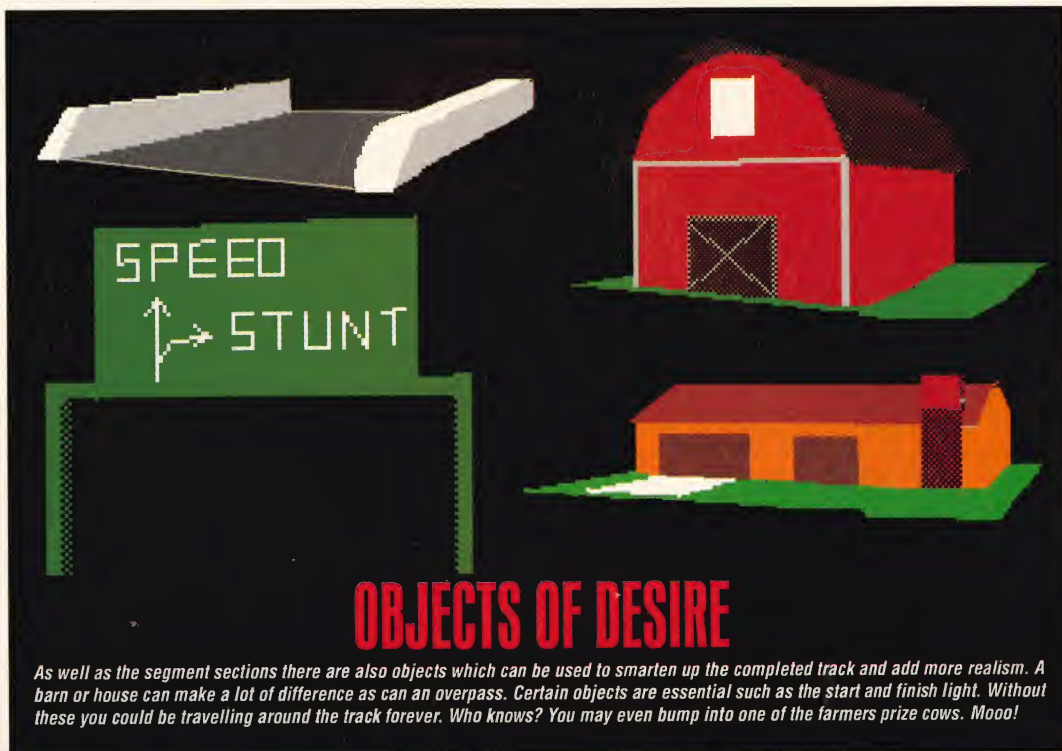
## SNAPPING IT ON!

**STAGE 1:** The first loop is completed and a bridge is placed.

**STAGE 2:** The first straight appears right after the bridge.

**STAGE 3:** The first two stages are replicated on the other side of the track.

**STAGE 4:** All that is left is a hill which joins the ends together.



## OBJECTS OF DESIRE

As well as the segment sections there are also objects which can be used to smarten up the completed track and add more realism. A barn or house can make a lot of difference as can an overpass. Certain objects are essential such as the start and finish light. Without these you could be travelling around the track forever. Who knows? You may even bump into one of the farmers prize cows. Moooi!

**HILL:** The hill is the largest section of track and although it looks easy to take if you hit it too fast you will crash.

**UNDERPASS:** Take the underpass too fast and your car will take off and come down nose first. Attempt the underpass at a reasonable speed.

**CROSSOVER:** If another car is about to use the crossover at the moment you are then prepare yourself for impact.

## PIECES

from long hills, underpasses, straights, bends and tight junctions while the complex include bridges and the large loop the loop.



Of all the stunt hazards the hardest to negotiate is the loop. It requires great skill as it actually twists while it is looping.



When taking the bridge you must make certain that you keep to the speed restriction warnings otherwise you will crash.



Although pretty ominous visually, the banked curve is fairly simple to pass across. Your main worry is the other cars.

## TWISTING THE NIGHT AWAY!

There are four original tracks to choose from with a fifth reserved for your own designs. The tracks start off easy and progress onto the complex which include more intelligent opponent drivers and a quicker time limit.



## OUT TO CATCH YOUR OPPONENT: DRIVE HARDER COMPO



You start the race in last position. The cars in front are all fairly slow and should therefore prove no problem when overtaking. But beware, as you may just overtake and career into an oncoming lorry. All the controls you will need to handle your vehicle are present on the dashboard. You can choose between manual and automatic transmission. Automatic is recommended for those who haven't quite had enough experience on the nastier tracks.



Well, if you think Hard Drivin' II looks pretty tough then read on. We realised that, on seeing this review, you wouldn't be able to wait to get your hands on the actual game and we just happen to have one in the office that is up for grabs. Tempting isn't it? All you are required to do is think up a name for a new opponent in Hard Drivin' II. The best entry received will win a copy of the game. An example could be and is The Photon Phantom. How about the Action Assaulter or Delinquent Doug Destroyer? The choice is yours but make it good.

Send your entries to: Drive Harder Compo, Amiga Action, Interactive Publishing, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.





The Resistance are about to mount a major offensive against the Empire. Several starships have been captured and the Resistance intend to use these to attack vital Empire installations. But as the ships lack essential Klystron power pods, they are effectively useless.

Using a small and lightly armed ship you must attempt to steal the vital Klystron pods from Empire storage planets. A tractor beam mounted on the ship will enable you to hook up to the power pods and then take them to the Resistance.

Your ship materialises above the storage planet you are about to explore and immediately nature starts to make life difficult – gravity continuously drags your ship toward the ground. Using the

thrusters on your ship you can counter this force, allowing you to stay airborne. Rotating your ship will give you movement, allowing you to explore the planet for the elusive Klystron pods.

The first levels are straightforward, allowing you to get used to the craft, but after the initial period of respite things get really tough. Precise control is required when navigating the underground caverns. When the Empire start using their laser cannons to eliminate you not only do you have to be exact with your controls but you have to think fast to avoid the deadly bolts of energy.

For the defence of your ship it is provided with a plasma blaster. It is also equipped with a laser scanner. This will scan a laser in front of you, destroying everything it touches. Rotating your ship while activating the laser will destroy any objects in the vicinity.

The drawback is that each weapon uses up more of your fuel and when that runs out gravity will win.

Collecting the Klystron pods is your main objective. Once you have located a pod you should

hover above it. Then when you activate the tractor beam it will rise toward you until it touches your ship and is locked on via a towing cord. All you have to do then is return to the Resistance mothership. This isn't as easy as it sounds. The newly found power pod weighs your ship down and swings about like a pendulum making control even trickier.

After finding the Klystron pod you must move on to the next planet and an even tougher challenge. Success will mean that the Resistance will be able to launch a surprise attack on the Empire command centre, therefore gaining an insurmountable advantage on the enemy.

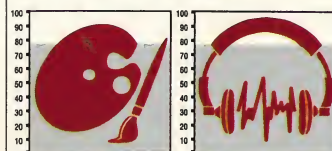
OVERALL  
SCORE  
**68%**



*The Empire has scattered the Klystron throughout the galaxy. Having ventured down a dead end you are now being threatened by a battery of three laser turrets.*

## ACTION INFO

**ZARATHRUSTA**  
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TEAM: WHIZ KIDZ



*Zarathrusta will bring tears to the eyes of seasoned gamers as they remember the good old days long ago, when they stayed up all night playing Thrust. Like Oids, from not too many moons ago, Zarathrusta draws its inspiration from this golden oldie. Keeping your craft from touching the ground while trying to manoeuvre inside the caverns and avoiding the enemy lasers is very hard. You will spend a lot of the time as a ball of flame. Unless you are a fan of Thrust or Oids I recommend that you try this one before you buy.*

## LEAGUE RATING

45 THE PLAGUE

46 ZARATHRUSTA

47 BAD COMPANY

SHOOT 'EM UP

# Zarathrusta

*The lack of obstacles and opposition on the first level allows you to get used to the control system. Using the thrusters on your ship you must manoeuvre close to the tower and then collect the capsule resting on top with your tractor beam.*



1) **YOUR SHIP:** The fastest ship in the whole galaxy. Well actually I'm lying, it's a flying dustbin.

2) **SCORE SO FAR:** At the moment it's pretty crap, but that's because I'm not using a cheat mode.

3) **FUEL LEFT:** Keep an eye on this, especially with the price of petrol going up, up, up.

4) **SHIPS LEFT:** Things are looking pretty sorry, four ships are already on the scrap heap.

5) **LASER TURRET:** These guys have got to fulfil their bodycount quota and you're next on the list.

6) **REACTOR VENTS:** At random intervals these will blast out flames and fry anything nearby.

7) **PNEUMATIC RAMS:** These wait for ships to stray close by then crunch them into little pieces.

8) **STORAGE TANKS:** These can be plundered for extra fuel, very handy if you are flying on fumes.



*The Electro Ball can be used as an effective shield or weapon as it destroys everything on contact. There is a drawback though – as the ball rotates its weight pulls your ship with it making control of your craft much harder.*



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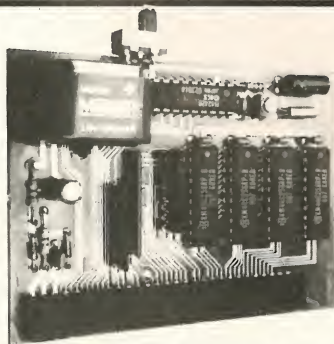
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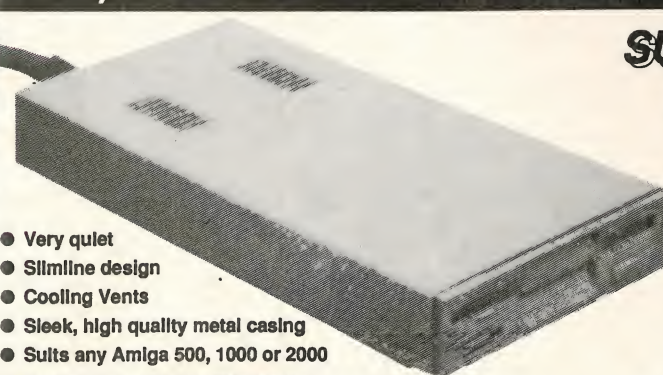
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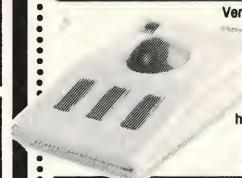
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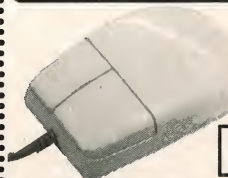
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# INTRUDER<sup>TM</sup>



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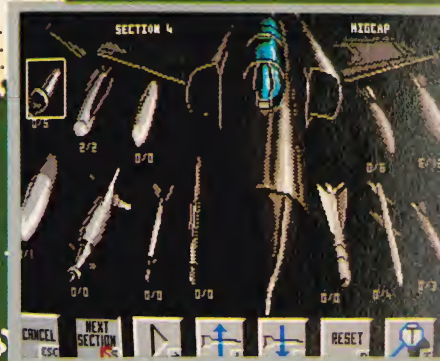
Only team work will get you back alive. The "IRON HAND" flights must destroy or suppress the surface to air missiles whilst Combat Air Patrol aircraft circle high above the strike force looking out for enemy aircraft. Finally, the strike aircraft must find and attack the target braving a hail of small arms and anti-aircraft artillery fire at low level. Individual survival is not the only measure of success, it is the success of the mission as a whole that counts - there is no place for seekers of individual glory.

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# Oh! Those Wonderful Men in their Flying Machines



## NO MORE QUESTIONS. PLEASE!

Amiga Action has decided to cut down on the number of question - answer type compos and come up with something a little more original and taxing for our readers. As Flight of the Intruder is the big release this month, we want you to design a fighter jet of the future. You don't need to be a Vincent Van Gogh just someone with a vivid imagination. The more realistic the picture the better but we want you to arm it with weapons.

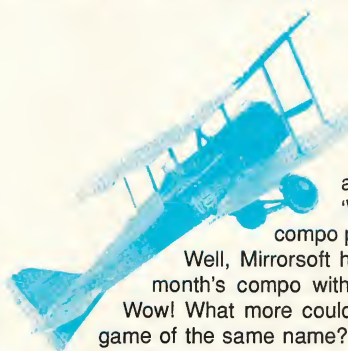
Unfortunately, that's not all we want you to do! To the right there are two piccies from Flight of the Intruder. They may look the same but picture B is different in 10 ways. Ring the differences and send it in with your entry form and drawing. Make sure that your entries contain your name and address so that we can contact you if needs be.

All entries must be sent to the following horrendously long address. Here goes:

Chocks Away Chaps, Amiga Action, Interactive Publishing, Europa House, Adlington, Macclesfield, Cheshire, SK10 4NP.

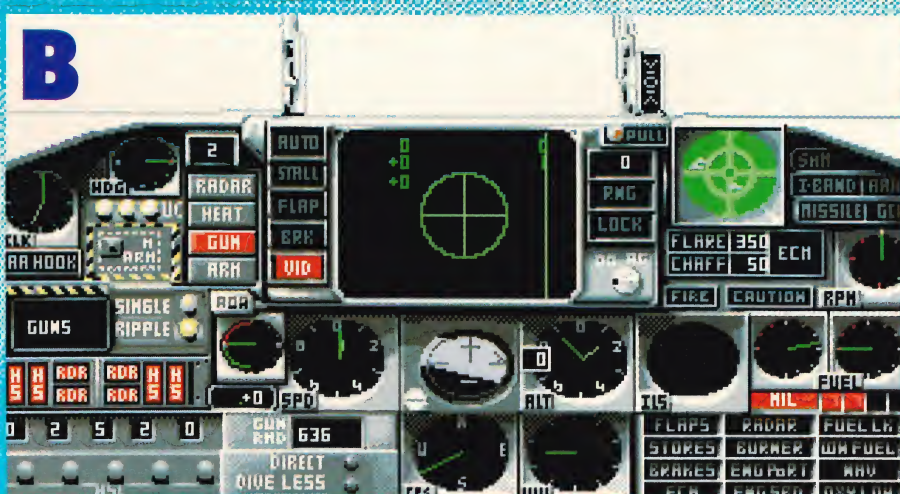
If you are still sane after typing that out, make sure your entries reach us by 28th April.

## UP, UP AND AWAY



To keep consistent with previous Amiga Action competitions, we have decided to offer you an amazing prize that defeats all others in greatness. 'What could possibly be better than the previous compo prizes?' I hear you ask.

Well, Mirrorsoft have decided that they will reward the winner of this month's compo with 10 flying lessons from their nearest flying school. Wow! What more could you want? A Flight of the Intruder T-shirt and free game of the same name? Greedy beggars. Okay, Mirrorsoft will also provide a T-shirt and a copy of the game to 10 runners-up just to keep you happy.



## CHOCK'S AWAY CHAPS!

Name .....

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.....

.....

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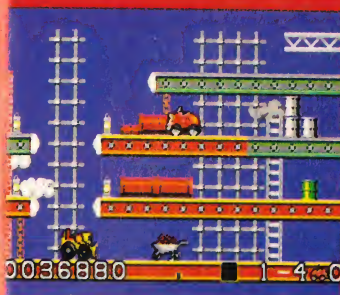




small

# tips

Phew! Small Tips has only just about made it this month. What with having to rush around spending loads of dosh on my new house (and I'm now skint) I've only just had enough time to chase down the tips. But thanks to your help and I've managed to get the odd pint in here and there (and just about everywhere actually). But enough of me blurring on. Here's the hints and tips – hope they help you.



## CAPTIVE

I've had loads and loads and loads of people ringing me up and sending letters pleading with me for help at the very beginning of Captive.

Well, the problem really lies in the lack of information in the instructions really. Everybody has managed to get into the base (even if they don't know it) – the room with the dynamite in it, but no further. All you have to do is go right up to the far wall and click the forward movement with the right mouse button. Hey presto the wall has been pushed forward. Enjoy the game.

## GREMLINS II

Billy has really got his hands full this time, but with you at the controls nothing can stop him. Well, not with this cheat it can't. Have a go at the game and if you get your name on the high score table enter your name as Sinatra and you'll have infinite lives the next time you play. Thanks very much to S. Lallies of Newport for that lovely jubbly little cheat.



## CAR-VUP

While playing this rather addictive little game our resident sex symbol Jason Simmons has managed to pull himself away from chatting up the girls at McDonalds to find out a few codes for it. If you get on to the high score table enter the following codes to get some handy affects:

WHOOPIE – start off on the prehistoric level.

PUSSYCAT – receive nine lives. How nice!

BUMPER – give your car infinite bumper.



## NARCO POLICE

Although I didn't like the game much it was quite popular in the office. However, it is quite tricky and Jason (a big fan) had quite a few problems (but then again he's rubbish at games, only joking Jason). Anyhow with the leg pulling over here are some codes that D.M.R. of the good old USA has managed to find: pretty clever considering they're in Spanish, that is I think they are!

MUNICION: Boost your ammo up to 200.

NOAMETZ#: Turn off the machine guns. Put the number of the sector where the # is.

NOCAMZ#: Turn back on the machine guns. Remember the sector number.

NOENEMIG: Get rid of the enemies.

COMENZAR: Bring them back if the game gets boring.

ABRIR: Open any security doors.

## ACTION FIGHTER

Richard Holmes of Trentham is responsible for the next cheat. If you've had the misfortune to play this game and couldn't get very far then this should be very useful. Once again by getting onto the high score table and entering the word ZBACKDOOR you will gain infinite lives. Now you can play away to your hearts content. Ta again to to Richard for that one.



## Z-OUT

Here's a nice easy one to help you blast your way to Rainbow Arts' mega shoot'em-up. While playing the game hold down J at any point, press 1-6 and instantly your fairy godmother will transport you to the respective level.

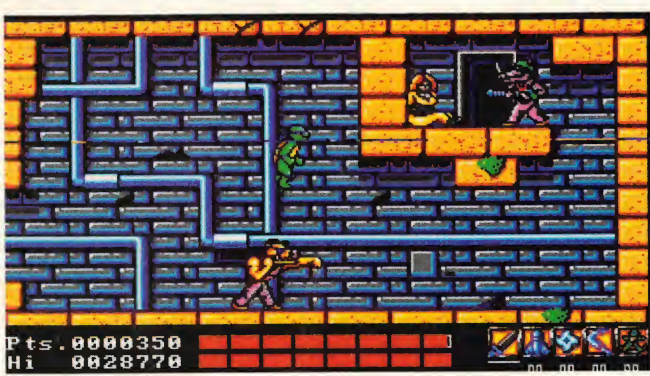
On top of this you can also press the keys 1 to 3 on the numeric keypad to skip to the three different stages of the level you are presently on.





Mirrorsoft's Teenage Mutant Hero Turtles seems to be giving one or two of you a hard time by the number of letters we have received pleading for help.

On these two pages AA have compiled a list of various hints and tips that will make your life somewhat easier, as well as the arrowed screenshots labeling the various attack patterns of the enemy. Sit down and read this comprehensive guide before thrashing seven bells out of the Foot clan.



## The Turtles

First of all, it is essential to learn the various weapons that each of the four turtles carries, as it will aid you later on in the game.

Donatello is blessed with a Bo staff, which enables him to strike opponents before they can reach him. MichaelAngelo and Leonardo both have weapons that can cause damage at a reasonable distance but Raphael carries Sais, short daggers that must be used in very close combat.

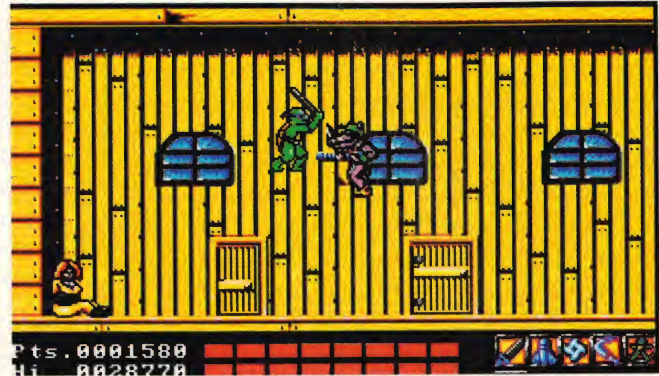
Wherever possible, collect pizzas that may be scattered around, even if it means losing a

bar of energy, especially if they restore all the turtles' prowess.

Shurikens, although only found in limited supply, are handy to use against opponents such as Bebop and Rocksteady, who are both deadly in hand-to-hand combat.

## The Foot

This is the Shredder's band of elite martial artists, and contains the most common of the oppo-



nents you will battle. In the earlier stages of the game, they only require a single hit and are therefore easy meat. However, the further you progress, the tougher they get and in greater numbers. They also carry Shuriken which they lob every now and then.

Mousers are also simple to destroy, needing just a single hit. The same applies for the sewer flies.

Robots that carry guns are

very few and far between on the beginning levels, but as they take four hits to destroy, they are best left alone. Creatures found at the beginning of the game are Rockmen which, on the first hit,





freeze for a couple of seconds. Further hits destroy them.

### Bebop and Rocksteady

The first end-of-level guardian you will meet is Bebop. He doesn't use a weapon, but throws a mighty punch. It is best to leap into the air, and land just behind him. This leaves him open to attack, and provides the perfect opportunity. Attack him and repeat the entire process.

Rocksteady will follow you into the air when you jump. He also carries a machine gun. It is also possible to get behind the mutant, and sometimes he'll even turn his back on you allowing you to hack away.

### The Dam

Protecting the entrance to the dam is a chainsaw-wielding thug who is easy to destroy if you know how. Leap over his head and onto the ladder behind him. Standing just above his head taking care you are not being hit, swipe low with your sword and he should soon die.

When deactivating the bombs, remember time is of the essence. Avoid the electric force-fields if you can, but ignore the odd one or two if time gets tight.

### The Party Wagon

Having saved the dam, you make your way to the surface where you'll find your party wagon. In the nearby house you can find a couple of pieces of pizza to replenish energy, as well as anti-foot missiles (use



against barriers that block your path).

The sewers will be entered for the first time: Stay out of the water at all costs, as falling in will result in your capture. Before you

leave this level, you must find the rope which is used to climb across the rooftops later on.

### Rescuing Splinter

On top of one of the roofs is Splinter, being held captive by a

flying robot. The robot follows a set pattern when flying around and occasionally drops bombs at you from above. The best way to kill this beastie is to avoid his flight path and stand just to the side. When he flies past, slice'n'dice him. It may take a while but it's worth it.

### Entering the Technodrome

Before you can enter the Technodrome, you must find the correct entrance from three possible alternatives.

There are two main guardians that protect the Shredder's battle station. The large Mouser spits bullets from its eyes while its head is its weak spot. The tank trundles on from the right-hand side of the screen, stops in the middle for a second or two then goes off to the left before repeating the process in the other direction. Electricity blasts from the two terminals on either side, and the head is its weak spot.

### The Shredder

Having battled through countless levels of martial artistry, you'll finally come up against the Shredder. Avoid his shots at all costs and stay on top of the ledges. When he jumps up to attack you, hit him. It is also possible to hit him when he is underneath the ledge. Kill him and victory is yours.







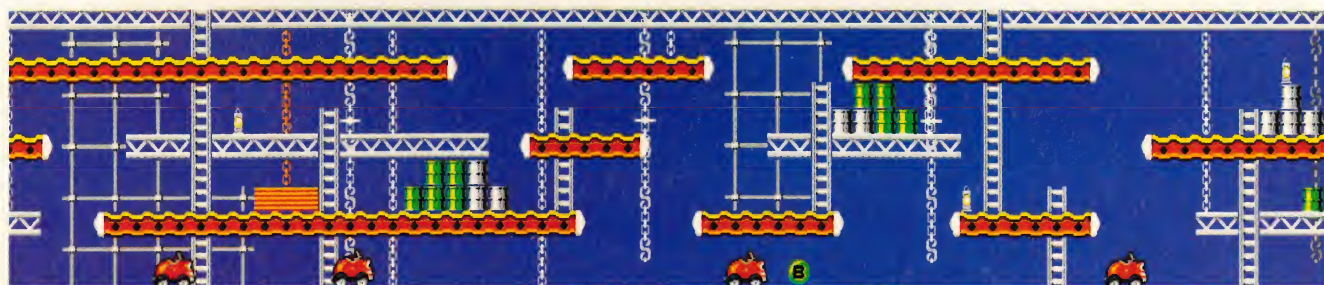
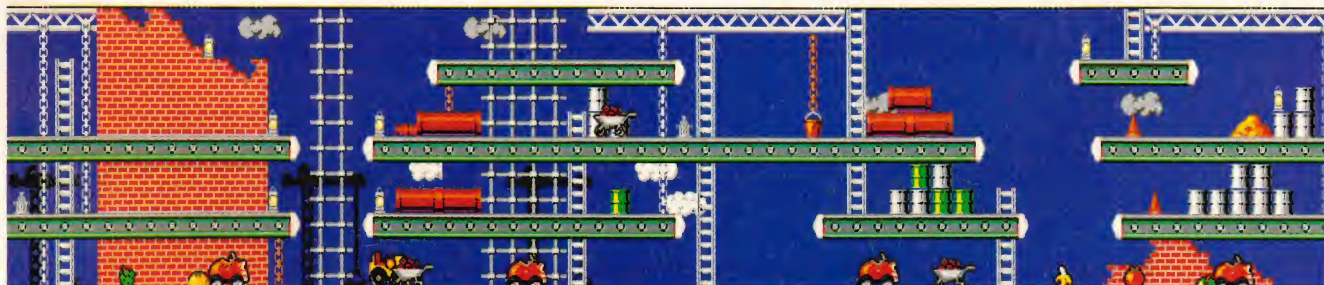
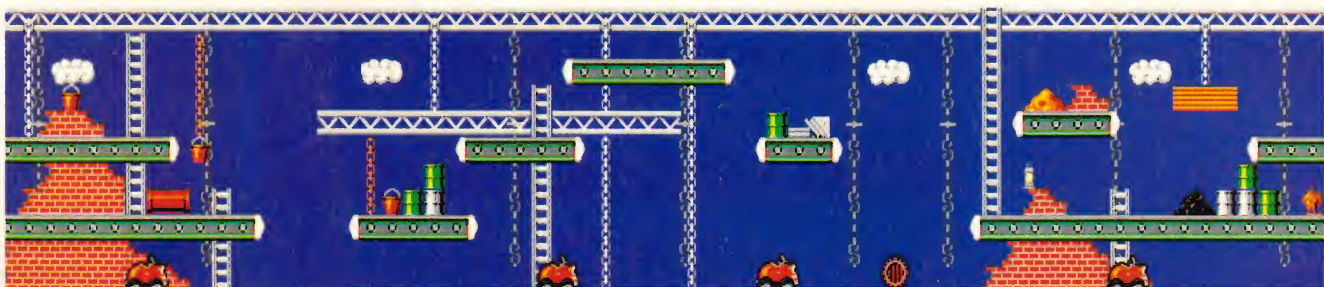
Car-Vup has kept many of you platform addicts up until the early hours of the morning trying to banish the evil Captain Grim from Cartoon Land. We at Amiga Action have decided to give you a helping hand with your task by Giving The Game Away, but may I say it wasn't easy getting all these lovely screen shots. I hardly had any hair left after the 20th level.

One of your main aims should be to

complete the level before your time runs out and the dastardly demon Turbo appears to take away one of your lives. The Digi-Scapes we have included will help you find your way around the first four worlds in the fastest possible times. Even if you don't manage all the levels they will relieve your curiosity. The bonus collecting levels are not included as they are straightforward and pose no problems.

## WORLD ONE: The Building Site

You shouldn't have too many problems with this one. Use the early levels to build up a high score by going for the special bonuses. Any extra lives that can be gained are also worth chasing.





# BONUSES AND ICONS

## BONUS EXTRA



While speeding around the platforms you will come across some useful and some not so useful bonuses. So which are worth collecting and which are a waste of petrol?

Smart Bombs, Snowflakes and Metamorphosis are all well worth chasing after and can mean the difference between completing the level and losing a life. From the rest of the icons the Gun and Big Bumper are the most useful. When using the gun make sure you have a clear shot as when you fire while jumping the bullet usually goes astray. As for the other bonuses, they are helpful but aren't worth pursuing – let them come to you.

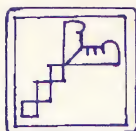
## WORLD TWO: Scary and Spooky

The nasties are now a little faster and are harder to outrun. Keep an eye out for the Spiders – being black they blend in with the background very well and more often than not you don't notice them until it is too late.



G  
T  
G  
A  
  
C  
A  
R  
-  
V  
U  
P





#### EJECTOR SEAT

This comes out of the car and destroys any nasties directly above you.



#### SPARE TYRE

These are thrown from the back of the car and destroy any nasties behind you.



#### OIL CAN

Oil is squirted onto the ground and makes the baddies go into a spin.



#### GUN

This is handy as it fires an enormous bullet from the front of the car.



#### BIG FENDA

This enables Amie to bump into any nasties without causing personal damage.

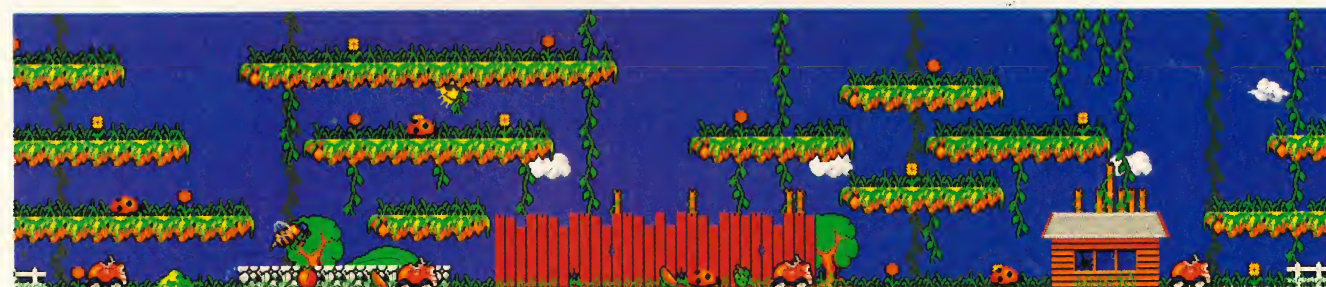
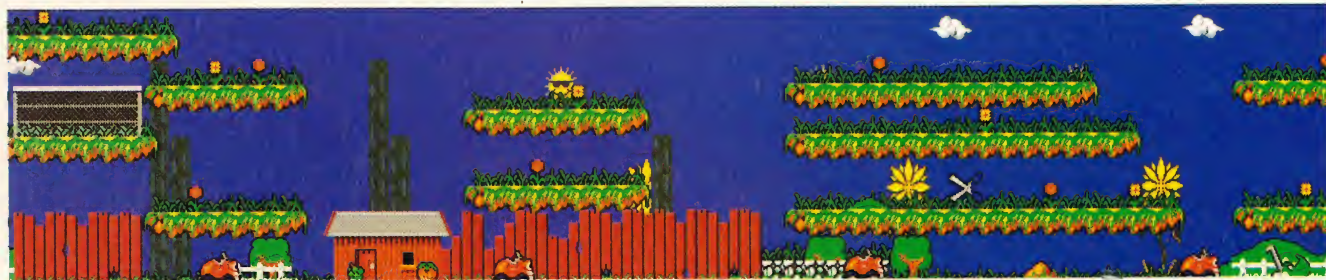


#### MORTAR

This is fired from the top of the car and explodes when it hits an enemy.

## WORLD THREE: The Garden

This is where your problems will begin. Making the jumps between some of the platforms requires split second timing. The bad guys are more intelligent and tend to home in on your position.



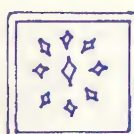


**DEPTH CHARGE**

This bomb drops from underneath Amie and kills any baddies on a lower platform.

**STEAM**

The jet of steam finds its way to a higher platform killing a nastie.

**SNOWFLAKE**

This freezes all the aliens and enables you to tear around without a worry.

**ALIEN**

**METAMORPHOSIS**  
This turns all the horrid aliens into big bonuses for loads of lovely extra points, so be sure to nab them.

**BACKFIRE**

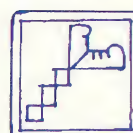
The wonky exhaust produces a chuff of smoke confusing any enemies behind.

**SMART BOMBS**

These destroy all enemies on the screen at the time.

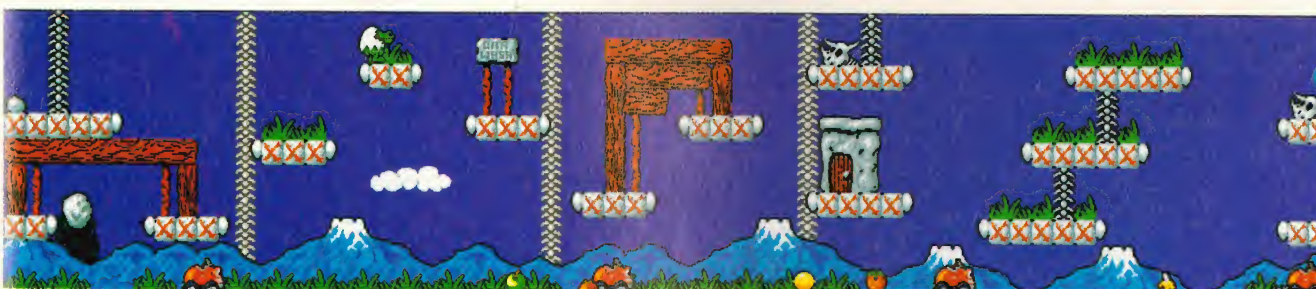
**SPEED TURN**

This allows you to make a speedy turn at twice the normal rate.



## WORLD FOUR: The Prehistoric Age

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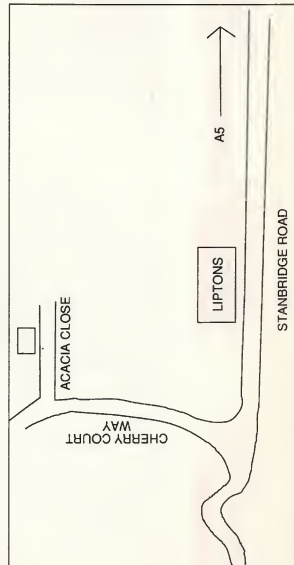
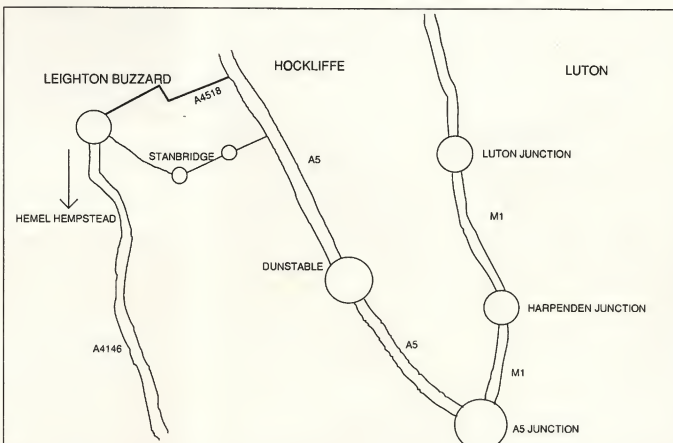
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# DRAGONS LAIR II



Although the Dragon's Lair games have never been very good in the way of gameplay, everybody enjoys watching them right through to see all the lovely graphics, especially if they've just paid out £45.

But if you can't be bothered to sit down and work out which ways to push the joystick (which usually make Dirk go in a totally different direction), thanks to Morten Nielsen of Denmark you can now simply follow the instructions below.

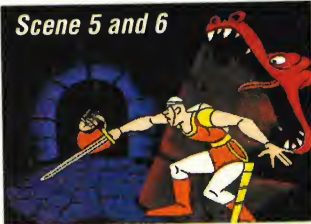


**Scene 1 and 2**



Move **LEFT** just before Dirk's mother-in-law swings the rolling pin. On the drawbridge move **DOWN** and then **RIGHT** to run into the castle.

**Scene 5 and 6**



Go **LEFT** to avoid the rolling pin, then go **UP** to climb out. Move **UP** once again to escape the crumbling pillar. Look at those nasty chompers.

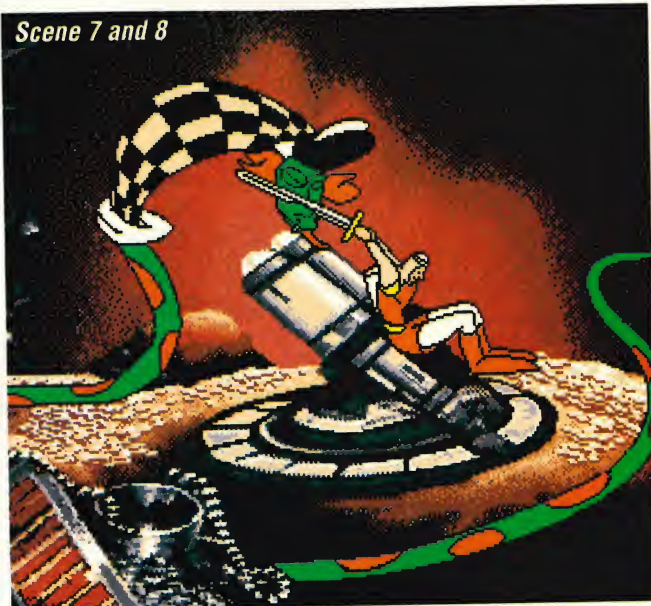
**Scene 3 and 4**



**FIRE** to hit the snake behind you, and then **RIGHT** to go into the shaft. Go **DOWN** (quickly) to climb down the step and then **LEFT** to avoid the snake.

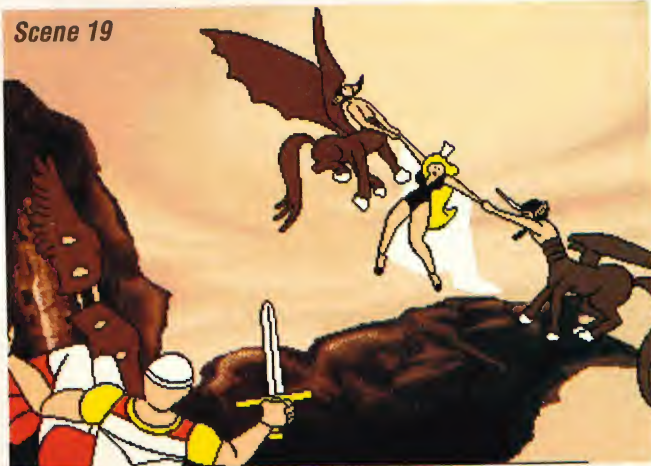


**Scene 7 and 8**



Move **DOWN**, wait until the rock starts to tilt and then go **DOWN** again. Press **FIRE** to hit the serpent, then move **UP**. Pause for a second then **FIRE** to hit the serpent.

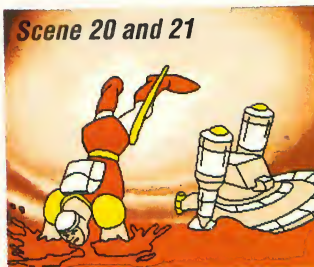
**Scene 19**



Go **DOWN** to dodge the flying dinosaur then **FIRE** to kill him. (screen pause) Move **DOWN** quickly right after the pause and then **FIRE** again to kill another dinosaur. (screen pause) **LEFT** to get wings, **RIGHT** to put them on, and **UP** to fly off the ledge.



**Scene 20 and 21**



Move **DOWN** to go after Daphne (wait until she falls). Go **DOWN** to drop into the mud, then **RIGHT** to grab the sword and **UP** to get on the Time Machine.

**Scene 22 and 23**



Dirk climbs up the vines by himself but when he is attacked by the guardian angel you must push **DOWN** to avoid the angel's wand. Now **UP** to climb the vine.

**Scene 32 and 33**



Mordroc puts the ring on Daphne's finger (no moves). Move **UP** to get off of the falling platform, then press **FIRE** really fast to throw the sword.

**Scene 34 and 35**



The sword hits Mordroc's wrist. Move **UP** to jump forward, then **LEFT** to jump onto the platform. Then (while in the air) hit **DOWN** to land. Now move **RIGHT**.

**Scene 40 and 41**



Hit **FIRE** to destroy the gas bag, then move **UP** to dodge the explosion. Move **DOWN** to avoid the rocks, then **LEFT** to walk towards Daphne. **UP** to jump.

**Scene 42 and 43**



Move **DOWN** for the kiss the lovely Daphne, then **FIRE** to hit the flying reptiles. **FIRE** again to kill another flying reptile.



# TIME WARP

## Scene 9 and 10



Push the joystick UP to get back on to the Time Machine. Go RIGHT to enter the rib cage where you will soon be meeting your next, nasty adversary.

## Scene 11 and 12



Go LEFT to avoid the serpent, FIRE to hit him and LEFT again to avoid the pack of skulls. DOWN into the Time Machine, and FIRE to strike the serpent once more.

## Scene 13



Yet again press FIRE to hit the serpent and LEFT to hang onto the Time Machine. Wait until the serpent grabs Dirk's legs then LEFT to be in an attacking position and finally FIRE to hit the serpent.

## Scene 14 and 15



FIRE to hit the serpent. RIGHT to insert the sword into the Time Machine and FIRE to activate it. Move UP to dodge the flying dinosaurs. Press FIRE to kill the first and then FIRE again to kill the next one.

## Scene 16, 17 and 18



As Dirk flies by move UP to avoid Mordroc. FIRE to kill the flying dinosaur then UP (quickly) to avoid him. Right to drop onto the ledge. Gosh! it takes your breath away getting past all these badies.

## Scene 24 and 25



Push DOWN to dodge the wand, then LEFT to jump onto the edge of the castle. Move UP to dodge the angel's wand again and then UP over the castle wall.

## Scene 26 and 27



LEFT across vine, DOWN to drop, UP to jump, and RIGHT to exit. FIRE at the snake. Dirk gets wrapped in snake's coils then FIRE, wait and FIRE again.

## Scene 28 and 29



Go RIGHT to avoid being eaten, then go UP and when Dirk straddles the snake go UP again. Move DOWN to invert Dirk, then RIGHT to avoid being eaten.

## Scene 30 and 31



Press FIRE to hit the snake on the head. Hit FIRE to activate the Time Machine. And then it's up, up and away to the next scene, hopefully.

## Scene 36 and 37



UP to jump onto the platform, RIGHT to avoid the crumbling platform. FIRE to get the ring and go LEFT to exit. UP to avoid the bolt, FIRE to throw the ring.

## Scene 38 and 39



The ring lands on Mordroc's finger and he dies (no moves). Go LEFT to get off the crumbling tower. Be quick because it's a long way down!

## Scene 44, 45 and 46



Daphne wakes up (no moves). Hit FIRE to kill another flying reptile, and then FIRE once more to kill the last reptile and complete the game.







Before you start a match you can choose the pitch and weather conditions to make the game easy or hard. However you can't do this when playing in the league. You just have to put up with what you get!



Controlling the ball is quite easy in Gazza II. As soon as your player has touched it, the ball sticks to his feet and stays there until you are tackled or pass it. From here you can dribble it up the pitch for a shot at goal.



Unfortunately, the goalie is like the game itself – not very good. Even the simplest shots are fumbled making the game extremely frustrating. This lack of intelligence does spoil the game as it is unrealistic.

SPORT SIM



Everyone knows who Gazza is, or at least if anyone doesn't they must have been on another planet for the last couple of years. Yes, Gazza's that lovable soccer star who cried when he got a yellow card in the World Cup; been voted best dressed man of 1990; most popular sports star; even joined the countless soap stars and made his own record. There's just no stopping the man.

However, a personalised game is not a new thing for Gazza. He's already had one (Gazza's Super Soccer) which we reviewed way back in issue six, and didn't like very much. But with this being the second attempt at a Gazza game we should hope to see a better version, and hopefully most of the bad points ironed out.

In Gazza II you take on the role of player, manager and coach giving you total control over the game. Using your managerial skills you can buy and sell players to improve your team as it competes in league and International cup matches. Sending out scouts is up to you as well, and with your man in the right place you can pick up some very talented lads for a relatively small amount of cash.

But you have to remember you're wearing the coach's shoes as well and training and tactics will have to be practiced if your players

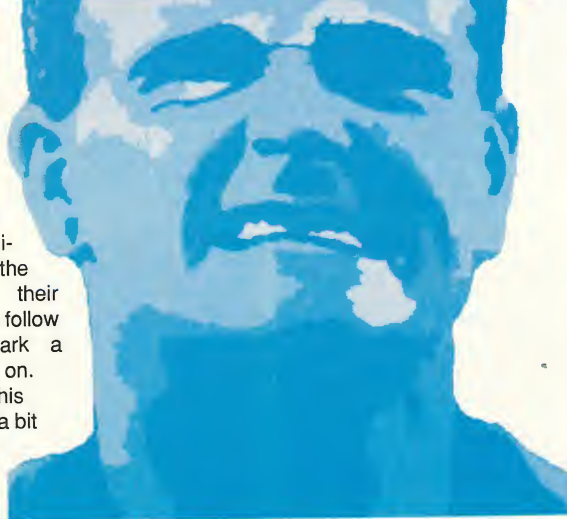
are going to work well together as a team. Using the very user-friendly icons, change the player's positions on the pitch and their instructions – follow the ball, mark a player and so on.

But if all this work sounds a bit daunting, don't worry! If you're more of an arcade freak, you can just simply play the matches and not have to worry about running the business side of things.

The way the matches are played has changed vastly since Gazza I and you no longer have to put up with flick screen scrolling. The pitch is viewed from an over-

head position and scrolls with the ball in eight directions. And of course you can play against a friend rather than taking on the rather clever computer sides. A human opponent is much more fun.

# Gazza II

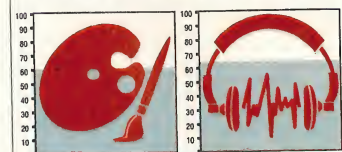


## ACTION INFO

### GAZZA II

EMPIRE £24.99

TEAM: OXFORD DIGITAL ENT.



After playing Gazza Super Soccer it was pretty safe to say that Gazza II couldn't be as bad, but it is only just better. The graphics are fair but move awkwardly and unrealistically which tends to detract from the overall game. The music doesn't really fit either. If you thought that Gazza's record was bad then wait until you get a load of this. Companies seem to be pushing out a lot of footie games recently but these are just not up to the standard of existing products which are very popular. Although you shouldn't compare this game to games like Player Manager or Kick Off, you can't help but do so while playing it. And even though it has the buying and selling aspects the gameplay isn't even close to the Anco corker, and you are soon pulling out your hair in both frustration and despair. I can see Gazza II falling by the wayside.

## LEAGUE RATING

42 STRIKER

43 GAZZA II

44 GAZZA'S SUPER SOCCER

SPORTS SIMS



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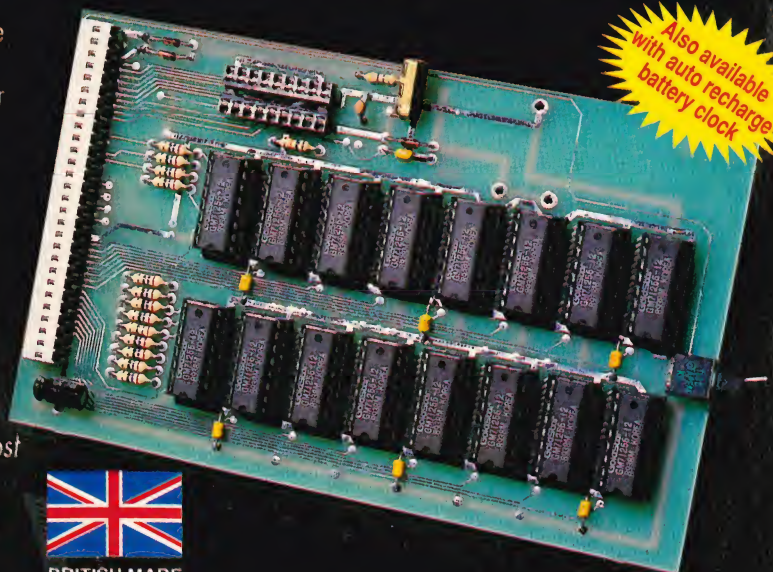
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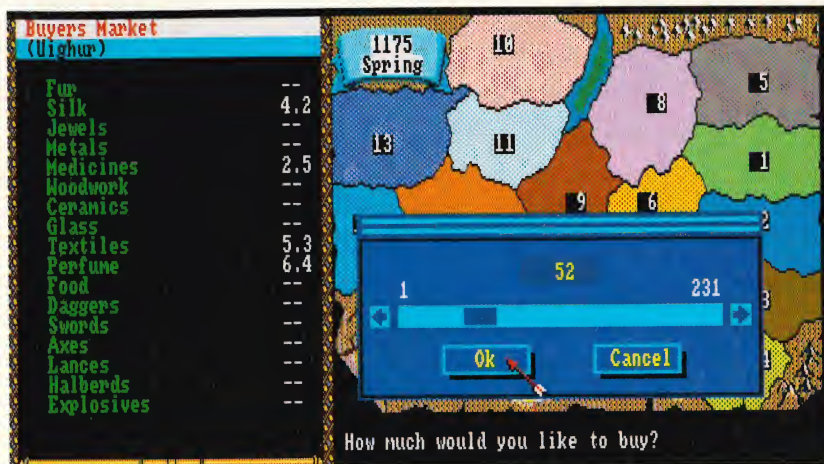
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Disaster has struck! Temujin is dead. The Mongol tribes will fall apart unless a worthy successor can be found. Any rivals will be threatening to invade while the country is in mourning. Things don't look good.



# Genghis Khan

STRATEGY



In 1155 a baby boy was born to the head of the Mongol tribe, with a clot of blood in one of his hands. His name

was Temujin.

His father was head of the Mongol tribe and was respected by everybody. He admired his father very much and strived to be like him. Then one day his life was shattered. His father was killed by a rival and the integrity of the tribe crumbled. Temujin's family found themselves alone in the desolate lands of the Gobi desert.

The bereaved family had to provide for themselves and were left to the mercy of the forces of nature. But

Temujin was strong and even though he was still young he led his family back to prosperity and beyond. He united the separate tribes and became their leader, succeeding in building the greatest empire that the world has ever known. Temujin was presented, by his people, with the title of Genghis Khan, Ruler of All.

Infogrames' latest release puts you in the shoes of Temujin, Genghis Khan. The game is strate-



You may have the biggest army but that doesn't mean tiddly when it gets wiped out by the plague. You should have spent some more money on the standards of living.



You can choose to control any of the four commanders listed here. Each requires different tactics and strategies if you are to succeed in conquering your rivals.

gy based with a w a r g a m e sequences. It centres on the continents of Europe and Asia, with a spotlight on the Gobi Desert and the immediate area.

There are two main scenarios and both are very different. The first is a single player game and depicts the early part of Temujin's life.

You have to unite the tribes of the Gobi into a single powerful army with you at its head. The second scenario is more complex and can cater for upto four players. You must take control of one of four countries, including the Mongols and Genghis Khan himself, and conquer the Eurasian continent.

You can give commands to your followers and soldiers via a series of drop down menus. You have control of all aspects of your tribes from trading to fighting, from politics to farming. A map displays all the regions involved in the cur-

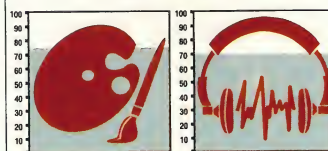
rent scenarios and a status window displays all the relevant data on the currently selected unit or country.

Whenever you go to war with another country or tribe the display alters to a more traditional view of the battle field divided up by hexagons. The two opposing armies are shown in their relevant positions, either in the wilderness about to attack or ready to defend a city. You have complete control over each unit using the menu system, you decide your tactics and strategies.



ACTION INFO

**GENGHIS KHAN**  
INFOGRAMES £24.99  
TEAM: KOEI



Infogrames intend to release a trilogy of historical simulations and Genghis Khan is the first in the series, closely followed by Bandit Kings of Ancient China. The menu driven control system is quick and simple to use. Despite the game's complexity and the depth of play it was possible to start playing straightaway but to master the challenge will take experience and a considerable amount of time. Graphics and sound are adequate for a strategy game and any shortfalls they may have are more than compensated for by gameplay. A must for any wargamer or armchair General.

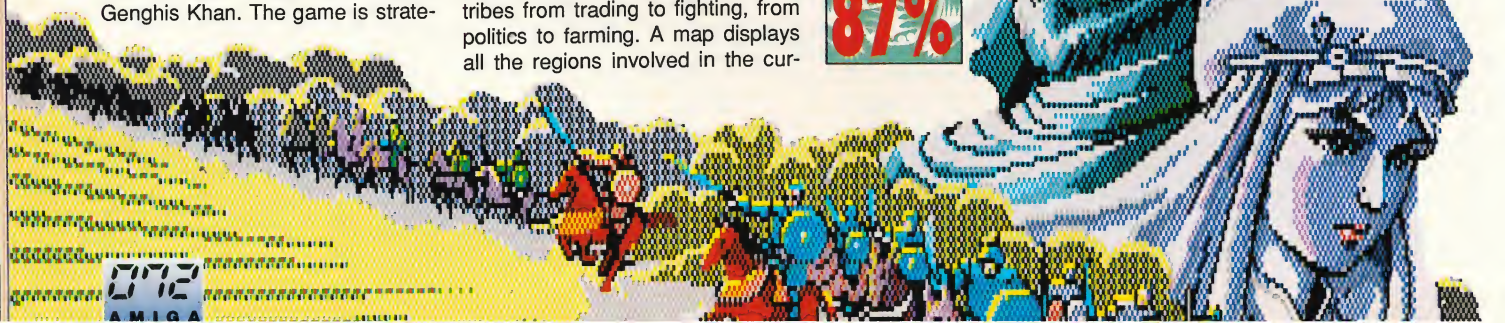
**LEAGUE RATING**

1 POWERMONGER

2 GENGHIS KHAN

3 SIM CITY

STRATEGY





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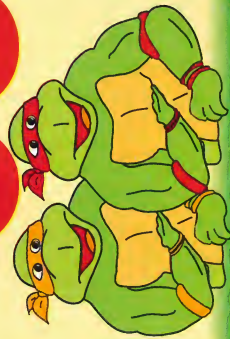
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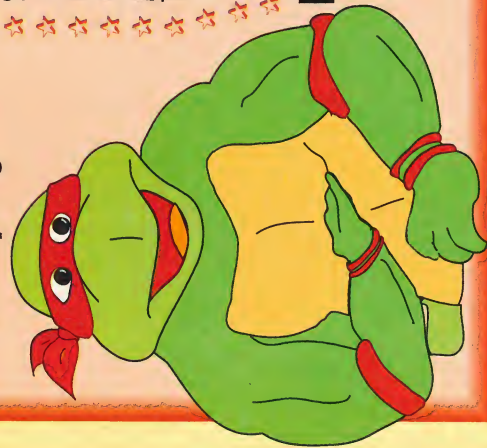
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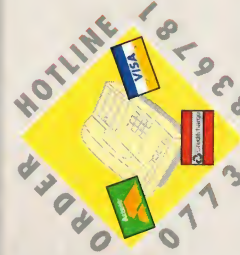
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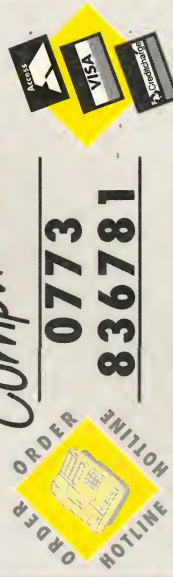
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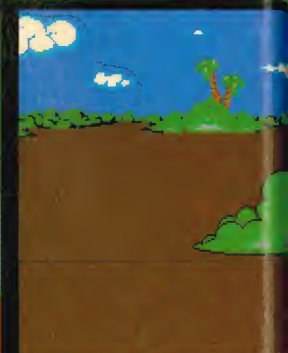
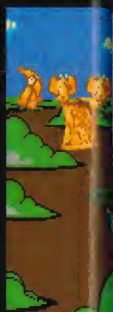
THE BIRDS WERE SINGING.  
THE WEATHER WAS FINE.  
CHUCK ROCK SETTLED INTO HIS  
FAVOURITE CHAIR WAITING FOR  
THE FOOTROCK MATCH TO START.  
THINGS HAD NEVER BEEN BETTER  
FOR CHUCK AND HIS WIFE OPHELIA.  
HOWEVER... A SHADY FIGURE WAS  
LOUNGING IN THE BUSHES OUTSIDE  
THE HOUSE....



LOCAL WERDOS IN THEIR TREE BUSHES  
AND BY THE LOOKS OF THINGS HE'S  
GOT THE BOTS FOR CHUCK'S WIFE...  
THE BEAUTIFUL OPHELIA ROCK!!!!



OPHELIA'S NOT !!!  
FORGET THE MATCH CHUCK...  
OPHELIA'S IN TROUBLE !



# Chuck Rock

PLATFORM



Platforms games have been around on home computers from almost the day they were released. Probably the most remembered one to the veteran games player will be the ancient Speccy title, Manic Miner. In this classic little game you controlled miner Willy as he patrolled through his mine collecting a selection of goodies, while at the same

time avoiding colourful mutant telephones and the like.

And as simple as the idea of the platform game is, it certainly works. Game after game has been brought out using basically the same guidelines but with the platforms slightly rearranged and a new character to familiarise yourself with.

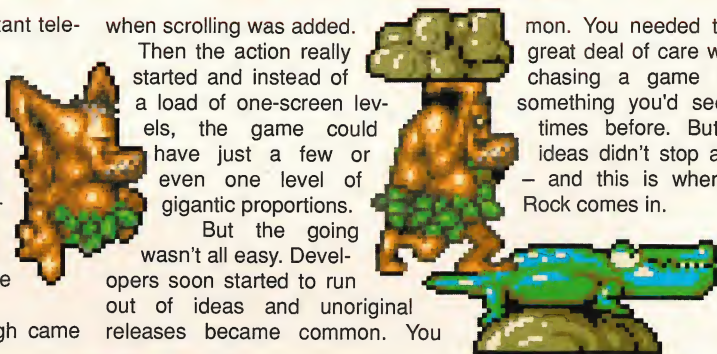
The major breakthrough came

when scrolling was added.

Then the action really started and instead of a load of one-screen levels, the game could have just a few or even one level of gigantic proportions.

But the going wasn't all easy. Developers soon started to run out of ideas and unoriginal releases became common. You

mon. You needed to take a great deal of care when purchasing a game to avoid something you'd seen many times before. But original ideas didn't stop altogether – and this is where Chuck Rock comes in.







Oh dear! We need to get on a ledge to the right of the screen, but that chasm is just too big for you to jump across. What can he do? Not to worry. Just catch a lift with the rather sleepy looking beast. He will grasp hold of your hair and carry you to your next destination which will invariably a higher level which would have previously been inaccessible.



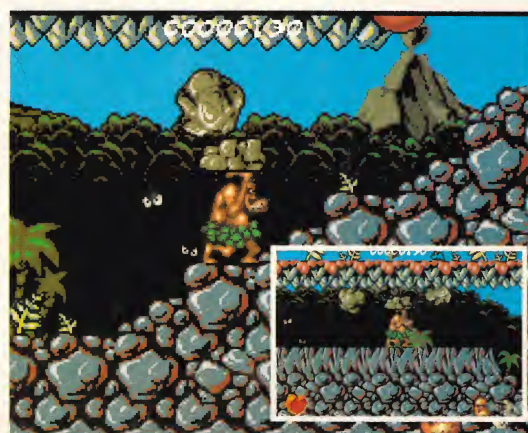
At some points of the game you have to depend on your reactions. Otherwise you could end up not smelling too nice.



Usually a quick belly flop is enough to deal with the various dinosaurs, but this one's a totally different kettle of fish. When you hit him he splits into two.



Ah! At last you make it to the exit, but you've still got a long way to go. Let's just hope Ophelia is OK. You just can't trust that Gary gritter guy but wait until you get your hands on him.



With a small boulder held above your head you can protect yourself from the barrage of boulders that come rolling down the hill. However, not all the rocks can be rebounded this way.



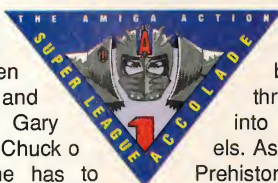
Oh golly! Those rocks are useful. Here you have thrown one in the swamp, and can use it to get across before it sinks into the murky depths.



Those swamps can really be a problem but thanks to this lovely big dinosaur you can get to the other side in no time. Make sure you don't fall off!

Ophelia, Chuck Rock's ever loving wife has been taken captive by the evil and rather good looking Gary Gritter, and it is up to Chuck o get her back. All he has to accomplish this is his sheer brute strength with which he will be able to lift and use the various rocks and boulders he will come across on his journey.

Taking on the role of Chuck



there are five levels that you will have to battle your way through, each divided into a further five sub-levels. As the game is set in the Prehistoric age there are plenty of dinosaurs just waiting for you to turn up and become their lunch for the day.

These creatures come in quite a few different shapes and sizes and most have some sort of trick up

their sleeve ready to surprise you. But not all the monsters you encounter will be out to harm you. Here and there you will come across dinosaurs that will carry you across swamps or deep chasms that would otherwise be unpassable.

Nature itself is out to make things hard as well. Prickly thorn

bushes and slimey swamps are present, and you'll encounter the occasional falling boulder every so often, and just when you're least expecting it. And these can give you quite a really painful headache if you are not careful to avoid them.

Continued on the next page...





With a gut as big as yours you have to keep it well supplied. At least your flab comes in handy against those annoying dinosaurs. Thrust it out at them and they will go flying.

The forth level changes the style of the game quite a bit. But nothing can stop you from pursuing your wife. And you need a bath anyway. You stink of Pteranodon droppings!

Oh no! The nasty Ice Age has killed off most of the lovely dinosaurs, but you are still making progress and you are going to give that Gary a what for when you get hold of him.



# CHUCK'S ROCKS... AND WHAT THEY'RE USED FOR

1) This is what they look like. These two lovely rocks come in very handy during the game, and without them Ophelia would be lost forever.

2) Although your belly can take care of the monsters quite well, the rocks are much better for killing them.

3) Oh dear! That ledge is just that little bit too high for you to jump on. But with the aid of your handy Black and Decker rock you can reach it quite easily. Throw the rock against the cliff and leap onto it.



4) If you haven't got enough rocks around you to make some stairs then you're going to need a spring croc. Stand on his tail, throw the rock on his head and get catapulted on to the ledge above you.



5) Rain drops keep falling on my head. But it's the boulders we're worried about. Fortunately, this fashionable rock hat seems to do the trick! But drop the rock and you'll be in trouble.

6) Yuk! That swamp looks even muckier than your undies and the last thing you want to do is jump in. But yet again your faithful rock comes to the rescue and provides a means of crossing..



But some of the boulders aren't there for hindrance. At some points of the level you might come across a cliff face that is too high to scale. If this is so, all you have to do is grab hold of a handy boulder, and use it to give yourself a leg up to the top of the rock face.

Of course, you are bound to pick up a few knocks and bruises along the way, and if you get too many you will spin round and fall to the ground dead, and consequently lose one of your lives. But this can be avoided by scoffing the selection of food that can be found lying around that once eaten will restore a certain amount of energy

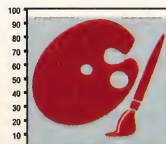
(the better the food, the more energy you get back).

If you manage to make it to your destination, and you're going to have to be some kind of hunky caveman to do that, you will come face to face with the wicked girl-napper, Gary Gritter.

Will you ever see Ophelia again? How will you live without her cooking the wonderful Bron-tosaurus stew with Pteradactyl soup for pudd. I guess you'll just have to get your skates on and rescue her. The trouble girls cause!

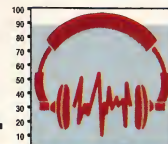
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**89%**

A C T I O N I N F O



**CHUCK ROCK**  
CORE £24.99

TEAM: L. PULLEN, C. LONG, R. CHURCHILL



All you can really say about Chuck Rock is - absolutely brilliant! Although it's just another platform game, it is a totally new concept. The way you interact with the rocks and dinosaurs is great and just so original. The graphics and sound are some of the best I've seen this year and compliment the game very well. The 25 levels have had a lot of work put into them and will keep you playing for hours, working out how to overcome each of the many problems. A smashing game and a must for everyone.

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- D190 Iraqi Demo - Very Funny & Good

## MUSIC

- M011 DMOB Music 2 - Cool & Funky
- M012 DMOB Music 4 (2 Disks) - Very Nice
- M022 Amiga Chart Mix 3 - Nice Long Samples
- M026 Amiga Chart Mix 5 - Another Cool Disk
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- M033 Derek & Clive (2 Disks) - Very Funny
- M034 Total Remix (2 Disks) - UZI 9MM

- M035 Digital Concert 2 - Get This Now
- M036 Digital Concert 3 - And This
- M037 Digital Concert 4 - Cool
- M038 Digital Concert 5 - One of the Best
- M039 Digital Concert 6 - Get It!
- M040 RAF Megamix 1 - Amazing
- M049 Ben Elton (XXX) - Very Funny
- M055 Get Up - Mega Cool Long Sample
- M064 Sound Atax 2 - Cool Disk Full
- M070 Scoopex Shadow Music - Get It!
- M075 100 C64 Tunes - Nice
- M093 P.E. Module Comp 24 (1 Meg) - Cool
- M094 Vision Music Masters - Well 'Ard
- M112 Jarre Revolutions - Check It Out!
- M114 Betty Boo! - Just Doing the Do!
- M125 RAF Megamix 2 (2 Disks) - Brill
- M127 Amiga Chart Mix 6 - Mega Cool
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- M136 Laurel & Hardy (2 Disks) - Very Good

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- U003 Ripped 'T' Shreads - Over 24 Music Ripper
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## CRAZY COMPETITIONS

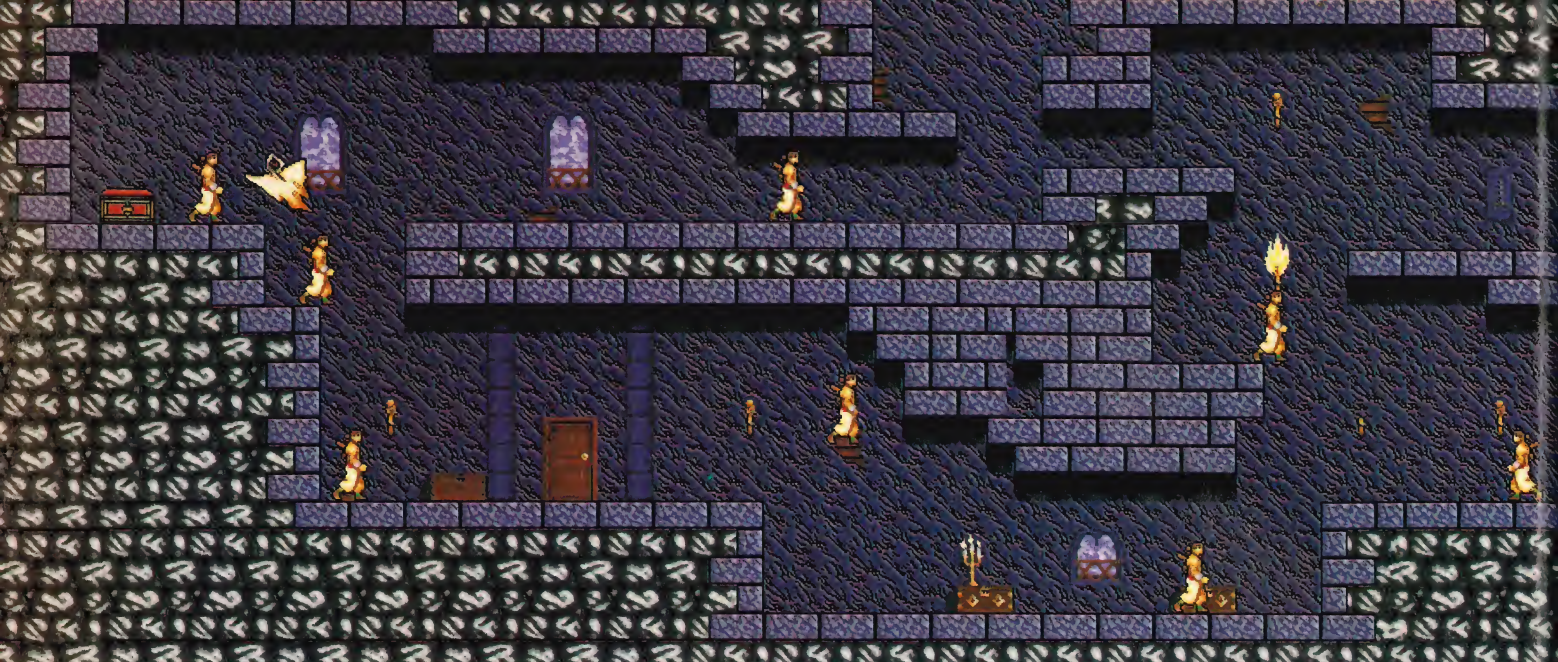
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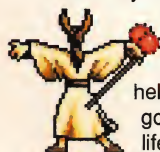
# Death Trap

Using the three different coloured potions you assemble a few deadly spells to use against the monsters. But they don't last forever so don't waste them.



ARCADE ADVENTURE

I was just a boy when it all started. The land was a beautiful place to live in and peace was eternal, and even then Shankriya had a great mastery of the mystic arts. But no one really cared how powerful he got just as long as he continued to use some of his spells to help the comings and goings of their everyday life.



Then one day in a fell swoop, Shankriya stepped forward and stole all the land's magical scrolls. This move left the land virtually defenceless, and even though the mightiest warriors rose against him they were no match for his magic. While the scrolls were still in his possession he was unbeatable, and it was for this reason that he

stored them away in his dungeons which later became known as the Death Trap.

You are a young man who has been trained since his early years for the task ahead of you – to enter the Death Trap and retrieve the sacred scrolls. You have been taught how to fight and use magic by the best that are still alive, and you'll need to use both well if you are to stand a chance of surviving against the evil incantations that Shankriya has summoned to protect the scrolls.

As you enter the dungeon you are armed with only a small club to use against the vast numbers of monsters, but there are ways of improving your weapon. Red chests can be found here and there and inside are a selection of goodies to aid you, including power-ups for your club.



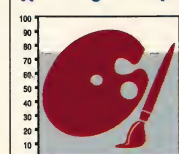
However, be careful as some contain deadly traps. You also have a large variety of spells, both offensive and defensive, to use against the monsters. But before you can cast them you must first collect the supplies of magic potions.

Each spell requires a certain amount of a particular coloured potion and these potions can be found in the remains of most monsters that you slay. There are three different coloured potions: red, green and blue, and of course the more potion you use the more powerful the spell and the longer it lasts.

Can you rescue the scrolls and live to return peace to your land? Everything lies in your hands!



A C T I O N I N F O



**DEATH TRAP**  
ANCO £24.99  
TEAM: C. MORANT

Anco have had only one truly successful game to their credit and this was Kick Off. Although Death Trap is a definite departure from this genre, the game is fairly addictive and well presented. The gameplay is a little lacking and the plot somewhat stale but the overall impression is fairly good. The graphics are the highlight of Death Trap and it is obvious that a great deal of care and attention has been taken over them. Anco's arcade genre history has definitely taken a step up with the release of Death Trap.

## LEAGUE RATING

23 B.A.T

24 DEATH TRAP

25 TREASURE TRAP

ARCADE ADVENTURE



Just when you thought your path was clear a stone block falls from the ceiling and injures you. You'll just have to remember where it was next time.



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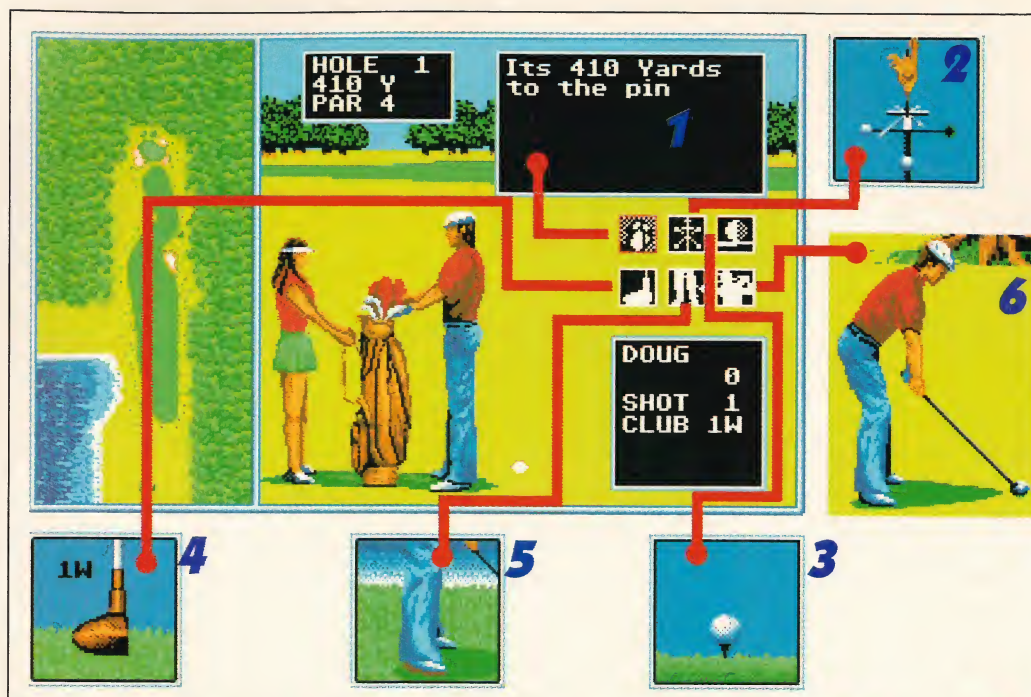
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## Amiga Action 4





**1** You'll need to know how far it is to the pin so you can choose the right club. That's if you've brought it with you of course.

**2** The wind can make things very hard for you, and a lot of care and judgement will be needed to work out how much slice or hook you need to put on the ball.

**3** Clicking on the ball icon will show you what sort of ground the ball is on, and the lie of the grass on the greens.

**4** Which club will do the trick? Check the distance and then give it your best shot. You can't do much more than that.

**5** Getting your feet right is very important. Stand wrongly and you could end up with your ball in the rough or out of bounds.

**6** At last you're ready to hit the ball. But you'll need good timing if it's going to end up exactly where you wanted to put it.

# Tournament Golf

SPORT SIM



Golf is a very popular sport, and one that requires a great deal of skill. But not everyone can be bothered walking around a golf course with a set of rather heavy clubs lopped over their shoulder. So this is where your handy home computer comes in. All you have to do is boot the disk and take the strain of lifting the joystick into your lap.

Tournament Golf provides you with three world-class courses (UK, USA and Japan) and 15 international computer opponents to play against in a bid to become the world number one. But you'll need to do a lot of practising before you'll

stand a chance of beating the professionals.

Trees and water are not the only things that you will have to contend with while playing. Weather conditions will have to be monitored as well, so that you can change the amount of hook or slice you are going to put on the ball to allow for the high winds.

A selection of different clubs is available for the more experienced player. The quality of these clubs is very important as it will affect the distance that you will be able to hit the ball. When you begin you will be equipped with a set of black carbon clubs. These are the worst clubs due to the reduced distance that you can hit the ball. With a carbon one wood the furthest you can hit it 230 yards as opposed to 265 yards with a super ceramic. This can make a lot of difference to your

game. The catch is you can only upgrade your clubs by winning a tournament.

The computer opponents you play against are very good and the

worst that they usually score is a bogey on each of the 18 holes. Also, if you take more than 100 strokes you will be disqualified from the tournament because you would not stand a chance.

Although you play against 15 computer opponents you can only play against one friend, unlike most sports games released these days that seem to let more and more human players participate.



A C T I O N I N F O

**TOURNAMENT GOLF**  
ELITE £24.99  
TEAM: MOTIVE TIME

**LEAGUE RATING**

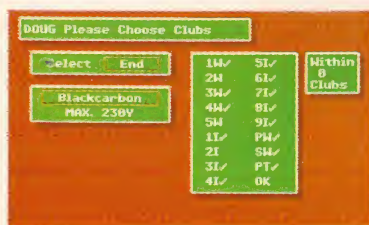
27 3D TENNIS

28 TOURNAMENT GOLF

29 MANCHESTER U.T.D

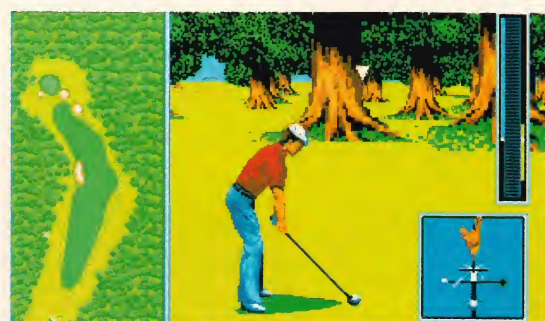
S P O R T S I M S

As sports games go Tournament Golf is pretty average. It's not the best golf game I've ever seen, but if you're a fan and fancy something new to play around with then this is certainly worth a try. The graphics are very good, and although the sound could have been better it is adequate for this type of game. It's easy to get into, and doesn't have you searching through the manual just to find out how to hit the ball properly. Nothing amazing that hasn't already been seen before, but quite nice nevertheless.



(Above) What clubs should you take onto the course? You can only take a certain number so choose wisely, or pay the consequences.

(Right) You make it onto the green, but it's not over yet. Putting is not as easy as it looks and you can quite easily overshoot and send your ball off the other side of the green.



This is what can happen if you're not careful enough when hitting the ball. Although the ball was lined up, the wind and slice of the club has put you in the trees - and a lot of trouble!



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D574 CLOTHES PEG ANIMATION (1 Meg) - Bouncy bouncy again. Average anim  
D576 IRAQI DEMO (1 Meg) - Maybe bad taste? Good funny anim though  
D577 MORE AEROTOONS (1 Meg) - More of those Stealthy Animations  
D578 ROBOCOOP (1 Meg) in colour! You have 15 seconds to comply!  
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P002/3 WALKER DEMO 2 (2 Meg 2 Disks) - Much better than 1 Meg  
P005/6/7 LOST IN SPACE (2 Meg 3 Disks) - Brilliant animation  
P012/3/4 STATION AT KHERN (2 Meg 3 Disks) - and another  
P019/20 VAUX KILLER (2.5 Meg 2 Disks) - OK but not Brill anim  
P021-026 UPPAGE (1.5 Meg 2 Disks) 6 yds Disks!!! - Multi part anim  
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You get most of the locks deactivated, so to prevent any from becoming activated again you can use a padlock to freeze them in that position.

Once inside the safe you have to open nine deposit boxes. Each one takes about two seconds to open, so let's hope you've got a bit of time.



# Revelations



PUZZLE AND QUIZ



Barnie had been without money for quite a while, and he couldn't even remember the last time he popped out

and blew a tenner on a slap up meal at McDonalds. But things have gone far enough for Barnie, and now he's going to get some money – no matter what it takes.

Although he hasn't got two pennies to rub together his neighbours are quite a different story, with money coming out of their ears. So being the good neighbour that he is, Barnie has decided to relieve them of some of their price-less jewels.

However, achieving this task isn't easy as his neighbours have taken precautions (fnarl) and their collections of expensive jewelry have been popped into rather expensive safes equipped with tons of tumblers and huge amounts of alarms.

But as any good safe-cracker will know, nothing is totally burglar-proof and it's up to Barnie to prove this statement right and become a very rich man (and then blow it all at McDonalds).

Once Barnie has broken into the house and managed to find the safe you will be put in control. In each level you will be faced with a safe that has a certain number of tumblers connected to locks that are presently stopping you from getting inside.

The tumblers are slightly different to the normal ones you might

## ICON INFO

**30** *Extra time: Collect these at all costs. For each one you pick up an extra 30 seconds will be yours.*

**Pause** *Collecting this icon will stop the timer for a short while. Not as good as the extra time, but better than nothing.*

**Restart** *If you happen to get into an impossible situation, collect this and get another try at the level – minus the time you wasted.*

## REVELATIONS

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### LEAGUE RATING

13	ATOMIX
14	REVELATIONS
15	PICK'N'PILE

PUZZLE & QUIZ

see on a safe: Instead of having numbers they each have four colours (not necessarily different). The locks are also different colours and to deactivate them you must match them with a same colour on the tumbler that is next to them (eg. red to red).

If two of the same colours are matched on two different tumblers they will repel each other thus turning a tumbler that you may not be able to control. But no matter what happens during the game you must keep your eye on the timer as you must make sure that the safe is open before it runs out.

However, you are not totally without help. As you frantically attempt to open the safe a selection of different icons will appear around the outside of the tumblers, and when collected they will provide a variety of helpful things such as extra time. Can you open the safe and make Barnie rich enough to spend a few nights down the pub?



- Level:** This number lets you know what level you are presently on.
- Score:** Like all scores, this goes up as you collect objects and get higher in the game.
- Lives:** You have three. You lose one each time you set off an alarm or run out of time.
- Timer:** This clock counts down as you frantically try to open the safe. If it reaches zero you've had it.
- Padlocks:** At the start of the game you are given several padlocks to aid you in opening the safe. Use them well as you only have a few.
- Cursor:** This is used to control the tumblers and collect any icons that appear.
- Controllable Tumblers:** These are used to break into the safe. Normal tumblers can be indirectly controlled by these.
- Locks:** All these must be deactivated to enter the safe and claim your reward.
- Icons:** Pop up every now and then and award you bonuses if collected.
- Tumbler:** Similar to the controllable tumblers, but you can't turn these manually.



# ALIENS

THE COMIC MAGAZINE

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Quartet costs £39.99 and is available from ByteBack Software who you can contact on 0636 79097.

## B) SCALA — DATA VISION

As the power of the Amiga becomes more apparent many people dabble with video titling. It allows you to do this by transferring Amiga picture files on to video to such a high quality that you can use them for presentation videos.

If you have your own business Scala is essential as it allows you to present your images in a neat, compact and very professional way. It is also great fun for the home user although it is a little on the expensive side. Expense aside, if you want to produce professional video titling displays, your best option is Scala.

Silica System currently stock Scala and they can be contacted on 081 309 1111. The price of Scala is a massive £249.95.

## C) DISNEY ANIMATION — DISNEY & SILENTS

Disney have always pushed animation techniques to the limit and now they have branched their expertise into the computer industry. Each animation is created in much the same way as used for the motion pictures.

Several cells are drawn and compiled to produce a flicker-book type animation. The cells are then filled with colour and tidied up to produce the finished piece. There are other advanced features which take Disney Animation program higher than any other motion creator. It is very expensive but worth it. If you want to produce any worthwhile anims then you will really need 1meg of RAM which is a slight disadvantage.

Disney Animation retails for £99.95 and can be purchased from Gordon Harwood who can be reached on 0773 836781.

## D) STING RAY — LOGIC 3

No longer is a joystick a joystick because Logic 3 have just released the Sting Ray which looks more like a phaser out of Star Trek. Fortunately, the stick is very responsive and comfortable to hold. Fans of the Konix Navigator will be pleased as the Sting Ray is very similar, although it is definitely an improvement.

There are two versions available, the standard and the auto-fire. The Sting Ray can be held in either hand with an easily accessible trigger fire button. The standard stick retails for £14.95 while the auto-fire retails for £15.95.

If you are interested then you can contact Spec-travideo — Logic 3 on 081 900 0024.

Amiga Action presents you with a little insight into what's what in the hardware and utilities world. If it's not just games that you are into then we suggest that you take a browse through these pages and see just how you can enhance the power of your Amiga. We have devoted two pages to this subject and will keep you up to date on the latest developments.



## E) MASTER SOUND — MICRODEAL

If you ever wanted to reproduce mono samples on your Amiga at a relatively cheap price then Mastersound is the one for you. Although the product has been out for some time it is still one of the best samplers available for the Amiga at the price of £33.95.

The program features an excellent in-built editor that allows you to change sampled sounds and remix them as well as cut, fade, shrink and overlay. All these features make Mastersound a very powerful sound tool indeed. Any samples that are saved can be used on demos or programs. The sequencer also allows you to play back any sequenced sounds while displaying IFF picture files.

Mastersound is available from Gordon Harwood on 0773 836781.



# APPLICATIONS APPLIED



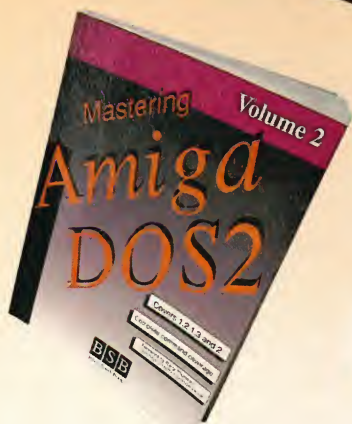
**D**



**E**



**B**



**H**

## **D ART DEPARTMENT PROFESSIONAL — ASDG**

Although the name of this product would make you believe that it is in fact an art creation tool, it is not. Art Department Pro is a utility tool and a very powerful one at that.

The program can load in different picture files on different formats and these can then be manipulated. As well as loading, pictures can also be saved out on any format which makes them compatible with other machines. As an example of its power, Art Department Pro can load in 24 bit Macintosh pictures and save them out again as IFF. Obviously the quality will not be as good but it is nonetheless very useful.

Art Department Professional can be purchased from Silica Systems who are part of Silica Shop and they can be contacted on 081 309 1111. The price of the product is £199.

## **G AMIGA DOS VOL 1 — BRUCE SMITH BOOKS**

Ask a new Amiga owner what the CLI is and he will probably return with a blank and puzzled face. It is true to say that many veteran owners will also have the same reply. Unless you realise how to communicate with your Amiga you're not really getting the most out of your machine.

Mastering Amiga Dos Vol I is the first book in a series of two which explain the working of the Amiga as well as the CLI in depth. This book is an invaluable aid to understanding your machine and one that no owner should be without.

The book is fairly pricey at £21.95 but is an invaluable aid to the Amiga. The book can be purchased from Bruce Smith Books on 0727 41248.

## **H) AMIGA DOS VOL 2 — BRUCE SMITH BOOKS**

Unlike Vol I, Vol II concentrates on all the commands used with the CLI. These commands are the key to communicating with the Amiga Dos system. Without them, the CLI will seem confusing as the Amiga manual is very unfriendly.

The book takes you step by step through the many facets of Amiga Dos. It is wise to purchase Vol I before going onto Vol II as this will set you up for the subjects covered in the sequel. Both add up to an excellent reference guide which definitely warrant the asking price.

Cheaper than Vol I, Vol II is available for £17.95 from Bruce Smith Books on 0727 41248.

## **D MEGABASS DISCMAN — SONY**

What on earth does a discman have to do with computers? I hear you ask. Well, nothing really but it does give you something to calm your nerves when you are working on your machine. Block out the annoying blams and smashes of games and settle back to Jean Michel Jarre, Pink Floyd or Otis Reading. If you hate all of those then you're out of luck.

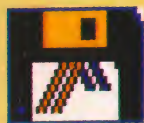
The Sony Megabass Discman is probably the best of its kind at the price, producing a very clean sound. If you've already got a CD player and it's not the Sony Megabass then you've probably wasted your money.

The Sony Megabass Discman retails for around £130 and can be found in most reliable electrical shops such as Currys and Rumbelows.





# TECH → SPEC



If you are new, or even a dab hand at the Amiga, this series of articles is for you. The

Amiga, or any other disk based machine for that matter, relies on some sort of Disk Operating System (DOS): the PC has MSDOS (MicroSoft Disk Operating System), the Atari ST has TOS (The Operating System) and the Amiga has its very own system – AmigaDOS.

So just what does it do? It conveys the various commands which the machine recognises and understands. These can range from a simple operation to check what files are on a disk, to a complete line of instructions to make a disk Auto load a program into the computer.

The only way to get at the DOS is through an interpreter program which takes your commands entered at the keyboard and tells the machine what to do. Commodore have supplied two inter-

preter programs which can be found on the Workbench v1.3, v2.0 and v1.3.2 disks.

To see these, boot up your Back-up version of the Workbench disk and once it has loaded click on the Workbench Icon to the right of the screen. You should see all the files and directories contained on the Workbench disk. For this article we will be using v1.3.2.

For this series instead of CLI we'll use the Shell program from Workbench v1.3 or v2.0 due to the fact it's slightly more advanced.

Unfortunately, v1.2 of Workbench only has only the CLI on its disk. If you are a 1.2 owner however, please don't assume that you can't join in with the series. Both the CLI and the Shell are virtually identical.

Now that we know where the Shell and CLI are situated on the Workbench disk, double click the Shell icon (CLI if your using Workbench v1.2) to load up the software. After a short while you should

Workbench release. 876176 free memory

The Shell program can be seen in the bottom left hand corner of the Workbench window and the System drawer above the Preferences (see below). If you look at the Workbench window you should see one of the program icons (Shell). CLI can be seen (inset) by double clicking on System.



be greeted with something the same as the screen to the left (Workbench v1.3 only).

The Shell or CLI actually waits for input commands from the user. These commands can instruct the computer to perform most operations although the commands must be recognisable otherwise the program will return with 'command not known'. So what use is the CLI to you?

The CLI is the only means of communicating directly with the Amiga. When you open up the Workbench window you can see various icons. These are programs but each one may have a series of other routines to help it work. These sub-programs aren't visible on the Workbench so you will need to enter CLI to see them. Once they are found you can then start experimenting with them. But first you will need to learn the basics before you start messing with the complex.

For the moment we have got to

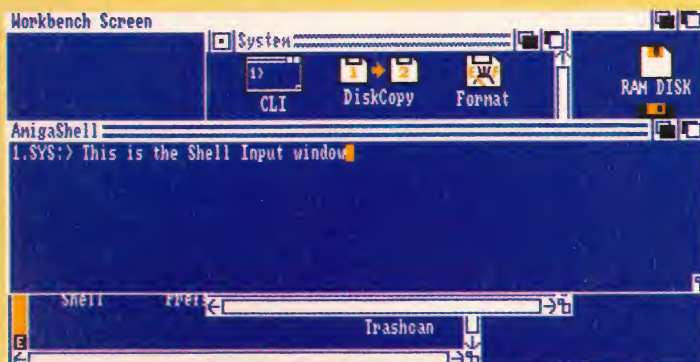
find some way of getting rid of that unsightly CLI window. The command is straightforward and simple.

To close the Shell/CLI window type 'endcli'. You have just learnt your first CLI command. Endcli instructs the Amiga to close the current CLI window and halt any further input.

Now that you know how to get to Shell and CLI and exactly what their uses are we will leave it there until next month, where we'll use Shell/CLI to show you exactly what sort of information you can get from a populated (full) disk, as well as doing some basic disk routines.

If you have any suggestions as to what you'd like covered in Tech Spec or the Hardware section write to Amiga Action at:

**Tech Spec, Amiga Action,  
Interactive Publishing,  
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## INSIDE THE MAIN WORKBENCH WINDOW



**UTILITIES:** The Utilities are programs more for the fun of the user than the importance of the machine. It contains the notepad, clock and calculator etc.

**SYSTEM:** The System drawer is the most important drawer on the Workbench and it should never be erased. It contains the CLI and system preferences for the Amiga.

**EXPANSION:** The expansion drawer comes empty at first but is useful if you have any add-ons such as a Hard Disk. Any software requirements for these extras can be stored in the Expansion drawer.

**SHELL:** This is the interpreter program that the user needs to communicate with the Amiga operating system. From here we can examine disks and perform function on them.

**PREFERENCES:** The preferences control the colour of the Workbench and the image of the pointer which can be edited.





# Castle Software



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# What's in the Pig

With Easter approaching, you are probably drooling over the thought of huge chocolate eggs filled to the brim with little sickly chocolate buttons. However, after you've eaten Aunt Fanny's Giant ChocoEgg (which is so big it could have been laid by a Pteradactyl!), your stomach will probably feel worse for wear, and another egg is the last thing you'll want. You don't want any more eggs, you want games, that's what you want. And what better place to start than the Budget titles featured here - a range of games for excellent prices.



## GAUNTLET II / KIKK / £7.99

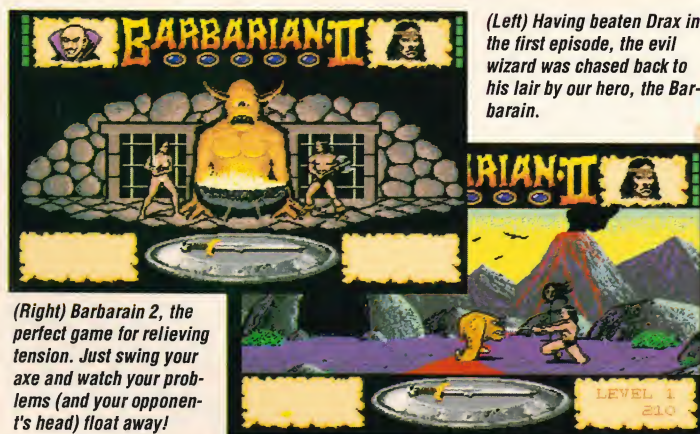
Following up the hugely successful Gauntlet, Gauntlet II is a hack 'n slay of massive proportions. Viewed from above, the game can have up to four players at a time with the aid of an adaptor. It features over 100 levels of maze-mayhem, a total of 1,000 different screens.

Four characters can be chosen from Questor the Elf, Merlin the Wizard, Thor the Warrior and Thyra

the Valkyrie. A whole plethora of new creatures have been included, along the lines of the 'it' monsters and the fire-breathing dragon.

Death also makes a reappearance, along with the whailing ghosts and club-wielding ogres. Locked doors may conceal hidden treasure, and there is also a secret room to be found.

**PIGGY'S BUDGET RATING 84%  
A PRIZE PORKER**



(Left) Having beaten Drax in the first episode, the evil wizard was chased back to his lair by our hero, the Barbarian.

(Right) Barbarian 2, the perfect game for relieving tension. Just swing your axe and watch your problems (and your opponent's head) float away!

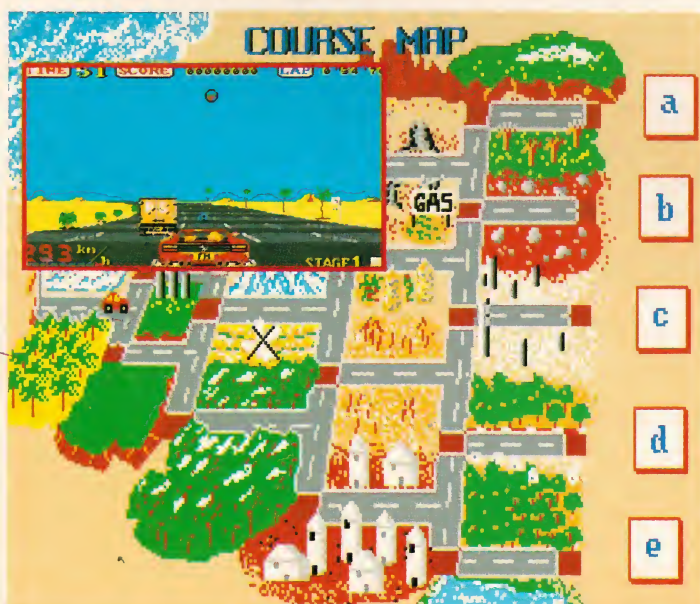
## BARBARIAN II / KIKK / £7.99

The sequel to the excellent Barbarian - The Ultimate Warrior is here and this time Drax is once again up to his old tricks. After the first adventure, he fled to his dungeons and vowed to avenge himself.

Choosing between Barbarian or Maria Whittaker, you must venture across untold hostilities before confronting Drax himself.

Whereas the first was a straight hack'n'slay battle, Barbarian II - The Dungeon of Drax is more of an arcade adventure, as you must explore both Drax's caverns and the surrounding area. Featuring large graphics, slick animation and excellent sound, Barbarian II is set to be lethal!

**PIGGY'S BUDGET RATING 72%  
A FAIR ROAST**



## OUTRUN / KIKK / £7.99

Sample the greatest racing game at the arcades in the comfort of your own home, and now for only 8 quid!

Forget everything else because Outrun is here, and now you can experience the ultimate driving

sensation for yourself.

With 15 sections to complete and a total of three different background types, Outrun attempts to recreate the feel for speed that the arcade original had.

With your girl sitting in the car next to you, the road stretches out in front and from now on your Ferrari Testarossa is your only limitation.

Each section is against the clock, and only by skilfully driving around the twisting road will you make it to your goal.

**PIGGY'S BUDGET RATING 61%  
A FAIR ROAST**





# Piggy Bank?

## PIGGY KEY:

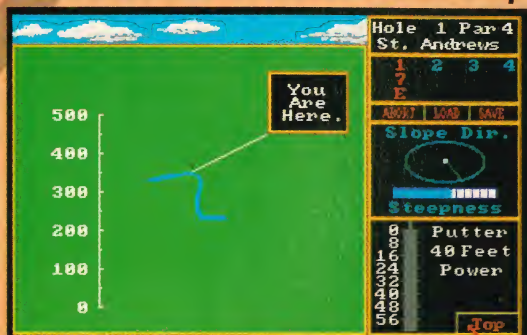
A Prize Porker	— Excellent
A Fair Roast	— Average
A Little Squealer	— Poor

## WORLD CLASS LEADERBOARD // KIKK // \$7.99

Leaderboard was, and still is, the golf game on the Amiga. World Class Leaderboard goes one better by including four great international courses: Pebble Beach — on the California Coast, Muirfield — a Great British course, Colonial and Glenmore.

As well as the standard 'behind player' view, you can also look at the course from above, allowing you to judge distance and direction more easily. A range of difficulty levels makes Leaderboard enjoyable for a player of any ability.

The choice of clubs and type of shot allow you to take the best



possible shot, and if you're lucky, a hole in one will be yours.

**PIGGY'S BUDGET RATING 86%  
A PRIZE PORKER**

*Ah, enjoy a peaceful game of World Class golf from the comfort of your armchair!*



Roadblasters, another hit arcade game, has now gone budget on the Amiga, and offers fast'n'furious roadside action set in the not to distant future.



## ROAD BLASTERS // KIKK // \$7.99

Road Blasters is a furious shoot'em-up along the hostile roads of a post-apocalyptic world. You are thrown into the seat of a heavily armed car.

Road Blaster is half road-race and half battle, but all shooting! Other road users lob petrol bombs or drop mines in front of you. Turrets strafe the road as you zoom past, and limos attempt to ram you.

Your car is armed only with single cannon, but cruise missiles and other objects of destruction can be collected. Extra fuel flies down the screen in the form of either red or green balls, and depending on your score, a limited amount of reserve fuel will be awarded to you.

**PIGGY'S BUDGET RATING 45%  
A LITTLE SQUEALER**



## THUNDERBLADE // KIKK // \$7.99

Get ready to pilot the latest and greatest fighting machine ever to take to the skies.

ThunderBlade is a fast-moving shoot'em-up where you, as a pilot,

must fly low and fast over the ground, destroying tanks, enemy aircraft and other military weapons that scattered around just waiting to be collected.

The city skyline provides the perfect battle ground, offering cover from incoming fire if you are skilled enough to pilot around the oncoming skyscrapers.

The final fight will sort out the men from the boys — a huge Apache gunship drifts onto the screen displaying an awesome array of weaponry.

**PIGGY'S BUDGET RATING 64%  
A FAIR ROAST**

*(Inset) Famed for its hydraulic arcade parent, Thunderblade cannot offer the thrills of the original but it can offer total destruction in the form of a hi-tech combat blasting its way through the levels chopper!*

*Having successfully negotiated the maze of skyscrapers and avoiding the enemy anti-aircraft fire, the view changes to behind your helicopter and more tanks come trundling towards you, along with air support and guided missiles!*



A robotic spider drops from the ceiling and clings to your face doing a fair bit of damage. You'll have to keep an eye out for them in future.

(Inset) Getting trigger happy isn't too advisable in this game as the ammo isn't unlimited. But if you do run out of bullets you still have your fists.



# Corporation

## Mission Disk



ARCADE ADVENTURE



From the very beginning your job as a Zodiac agent had been a tough one. Your first assignment had proved that. You had to infiltrate the Corporation's 16 story headquarters and obtain an experimental embryo from the building's foetal laboratory.

Avoiding the multitude of alarms and guards had been quite tough, but you had managed it by the skin of your teeth and returned to your base victorious – and with the embryo.

It is because of this initial encounter with the Corporation that you have been chosen out of all the other Zodiac agents to take on this mission. Once again you must investigate rumours of mysterious happenings, but this time it's in the UCC's North American headquarters which is basically the same size as the Corporation's building. You managed to survive your last death defying mission, but can you make it out alive this time? There's only one way to find out.

Corporation did extremely well for itself when it came out a few months back. It had to put up with being compared to the likes of Dungeon Master. As anyone who

has played both will know, they are completely different in gameplay. But even though it was judged against such a massive hit, Corporation still came out smelling of roses.

Using a mouse you must control your character and attempt to infiltrate the complex and this time retrieve a certain item from the buildings Genetic laboratory. The mission disk is basically the same as the original game in the way that all the monsters and items identical. But there is one extra hard robot to use as your character and, of course, all the maps have been

changed, as well as things being made a lot harder!

None of the equipment has changed, but because of the change in setting and difficulty you will have to work out what would be best to take this time. There are even more cameras dotted around the complex that will track you and set off alarms to alert the building's sentry guards. So you'll have to be ready with your gun to blast them. The first mission was merely preparation for this, the final test.

OVERALL  
SCORE  
**84%**

**A C T I O N I N F O**

**CORPORATION MISSION DISK**

**CORE £14.99**

**TEAM: KELVIN BULMER & BILL ALLEN**

*Corporation the Mission Disk will appeal to all fans of the original, with the game, graphics and sound being identical. Although the original was very good the Mission Disk could have done with at least a few extra nasties just to spice it up a bit. But with that said the extra levels are still good and pose quite a challenge being slightly more difficult than before. A very good buy at the price, but I think it could have been a little more original. NB: Needs the original Corporation to run.*

**LEAGUE RATING**

**3 CAPTIVE**

**4 CORPORATION + MISSIONS**

**5 CADAVER**

ARCADE ADVENTURE



The equipment is basically the same. However the mission is different so you're going to have to work out what you'll need the most. What items you can take and use depend very much upon the character you choose.



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As well as the above packs we also stock **Fish disks up to 430**, Amicus Amigan, and T-bag disks. Packs are still available from previous adverts which include

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# PROJECT INSPECTION

Welcome to the first of Amiga Action's Project Inspection articles which gives a sneak preview of products that are currently in progress as well as an insight into the developers themselves.

ARCADE ADVENTURE



Without a doubt if you ask people to name a game by System 3, their answer will be one of the Last Ninja series. From the day it was released on the 8-bits it was a tremendous hit. Of course it wasn't long before Ninja moved into the 16-bit market, but a lot in the game changed on the way across.

For one the game was brought

to you thanks (if that's what you can call it) to Activision. But unfortunately it was very poor with little done to improve it to 16-bit standards, and even the gameplay was terrible with the player having to struggle for hours on end just to pick up a stupid key.

With plans for Ninja III already in the pipeline this was quite disturbing for System 3. It now meant that Ninja III sales would probably be dramatically less due to the fact that most people would remember the standards of Ninja II and decide not to buy the game.

It was for this reason that Ninja Remix was released. System 3 felt they needed to set the story straight and show people what they were capable of. As people who read the review in issue 17 will know, Ninja Remix was a hell of a lot better.

Any way, back to our present subject - Ninja III. The story line behind the game follows on from where Ninja II left off. Yet again Kunitoki has risen, and it's up to you the Last Ninja to hunt him down and, using every iota of skill that you possess, put an end to him once and for all.

Although the first two games were very similar in actual idea and layout, Ninja III has been changed quite a bit and now involves many more cryptic puzzles. Instead of

simply just collecting the objects and then working out what they're used for Ninja III goes one step further. Now you can manufacture objects. For example you may find a key mould and some metal, which you must then take to a furnace to make a key, and then use it to enter a previously locked door.

The graphics are now much improved with Ninja and enemy sprites twice the normal size enhancing the look of the game. The animation is much better and probably some of the best yet seen. One in particular, a robot, is so good you almost go into a trance the first time you see it.

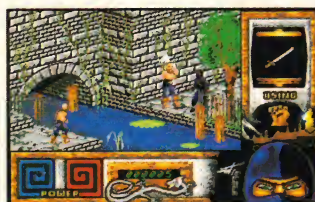
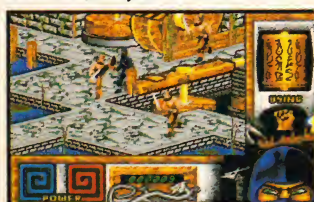
Up to three of these amazingly animated sprites can appear on the screen at any one time, and they will certainly put your Ninja to the test. However, unlike the first Ninja games you can't just run past them and not bother killing them. Each time an enemy dies your Ninja will receive some Bushido power. This will enable you to overcome the end-of-level guardian, but you'll have to defeat quite a few enemies to get enough.

There are five levels in all with each of them depicting one of the five Ninjitsu elements: Earth, Air, Water, Fire and Void. The levels' time periods change as well, and in the later stages you end up against the aforementioned robot that is animated so well.

There is also a small mini-level to accompany each elemental level that contains the end-of-level guardians. The latter are very tough and you will need a lot of Bushido power to beat them. Ninja III is certainly a game to look forward to as our review next month should hopefully show.



There are five levels in all, each depicting one of the five Ninjitsu elements. Here water is the subject of conversation.



The air level is particularly tricky. One false step and you'll be plummeting to earth and losing a life.

## ACTION INFO

### LAST NINJA III SYSTEM 3 £24.99 TEAM: SYSTEM 3

Ninja III is a very good product that has at last left behind the other Ninja games and become a much more 16-bit looking game, something which a lot of other companies haven't been able to manage. The graphics are particularly good, and the size and animation of the sprites really adds to the gameplay. From what we've played of the game so far you should all be able to look forward to what's probably going to be one of the best games to be released this year.



# Last Ninja III

Ninja is equipped with many weapons, but in *Ninja III* he must become the master of them all. This is accomplished by fighting and beating the selection of enemies on each level. Are you skillful enough to become a master?



Poisonous gases and fiery pits hinder our intrepid Ninja in the fire level. But like all traps they can be overcome. What you need to do now is work out which objects you will need to do this – your life depends on it!



Void is the final level, and here you battle with Kunitoki for the last time. However, after playing the first two, will it be another case of just banishing Kunitoki until the next game in the series. Only time can tell?



What Ninja would be complete without his trusty sword?



The prayer wheel is a handy tool, showing useful items that are nearby.



Don't worry. If you get into any trouble too big for you, your bomb will help.



Whizzing those nunchucks around should stop just about any enemy.



Although this key doesn't look that special it took three other objects to make it.

At last you come face to face with Kunitoki but all is not as it seems. First you must kill him in this form, and then you must do battle with him in his true mortal form (inset). Can you overcome once more?







(Left) What tactics should you use for this match. A tough offensive, or a cagey defence? It's up to you to decide, and your team to win.



(Left) With all the players close to the Pott the game gets quite frantic, with the opposing side desperately trying to stop you from scoring.



# M.U.D.S.

SPORT SIM



Gorden is just like any city in the continent. It has its imports and exports, its hard-workers and criminals. But unlike our society the criminals are dealt with slightly differently. Here, instead of putting them in prison and making the tax payers responsible for the cost of their stay, they are put to more useful tasks.

Once convicted a criminal is given a choice of several jobs to do to earn money that will eventually allow him to buy himself out of prison (if that's what you can call it). The usual jobs are available: boulder and rubble expert (stone breaker), packaging engineer (gluing paper bags), medical assistant (guinea pig) or sportsman (MUDS).

MUDS (Mean Ugly Dirty Sport) is the most popular choice with the

prisoner having the chance to win glory as well as money. The game is played on a football type pitch with a moat at each end. Behind each moat is a small Pott (bucket) which is used as a goal. The game's rules are fairly easy: get the ball (a small unfortunate creature) and throw it in the Pott. That's it really!

Starting off with a team of 13 prisoners you must coach them as they play through countless numbers of games, and then finally begin a tour of the continent. But there's a lot more to your job than just overseeing the team.

Prize money is awarded each time your team wins a game and this has got to be put to good use. But finding the best way to spend it is not easy!

There are quite a few things in the city of Gorden that the money can be spent on, each of them ben-

efiting your team in some way.

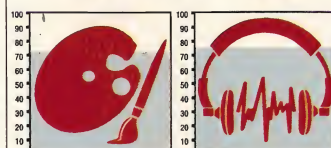
These benefits come in various forms: some in the way of help from defecting prisoners of the opposing team, and others that affect the statistics of your players. This in turn affects their performance on the field.

Prisoners can also be bought and sold so that you can improve your team and replace any team members that might get killed during the game. But healing shops are available for prisoners who are only beat up a little. Succeeding in the tour will be hard as the opposing teams are mean, but your MUDS team is meaner!

OVERALL  
SCORE  
**67%**

## ACTION INFO

**M.U.D.S.**  
RAINBOW ARTS £24.99  
TEAM: GISBERT SIEGMUND



The first thing you notice when you play MUDS is its similarity to Grand Monster Slam, the popular creature sports sim. But don't make the mistake of thinking that the gameplay will be just as good because it's far from it. Although a lot seems to have gone into the presentation it just doesn't seem to work, and the game is not very good. The main reason for this is the control system that is quite awkward to get the hang of, and at points you end up getting very frustrated because your men just never seem to be in the right place. Although it had the makings of a good game, when it comes down to it MUDS is not one I would recommend.

## LEAGUE RATING

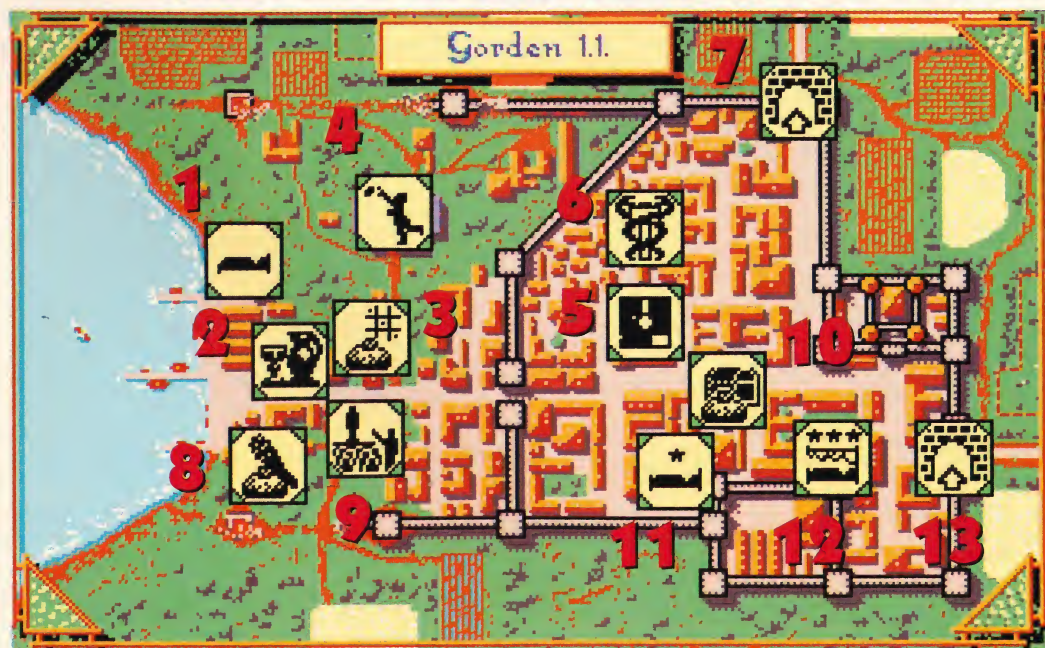
36 ITALIA '90

37 M.U.D.S

38 CYBERBALL

SPORTS SIMS

## WHERE TO SPEND YOUR WINNINGS IN GORDEN



- 1) **POOP HOTEL:** Make sure that you get a bed for the night otherwise this could be damaging.
- 2) **INNS:** These are the places where bribes can take place, and you can find out some useful information!
- 3) **BETTING OFFICE:** Here you can enhance the fame of your team.
- 4) **STADIUM:** The fulcrum for your team.
- 5) **CITY CHRONICLER**
- 6) **HEALERS:** Take care of your team.
- 7) **CITY GATE**
- 8) **LOAN SHARKS:** Use these institutions at your own peril.
- 9) **PLAYER MARKET:** Make sure you get the good players before someone else does.
- 10) **BANK:** Your best bet for a loan.
- 11) **MIDDLE CLASS HOTEL**
- 12) **LUXURY HOTEL**
- 13) **CITY GATE**

Oh dear! What should you spend all your cash on. Well, there's quite a bit of choice for you in Gorden, but are they all worthwhile?



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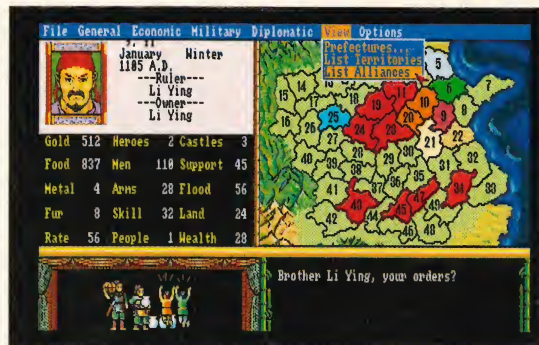
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# WE OIL THE JAWS OF THE WAR MACHINES...

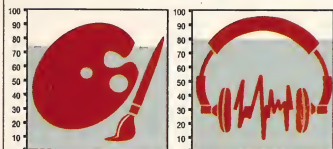


- 1) **MAIN MAP:** All 49 territories can be viewed at once. The different colours show who controls them.
- 2) **COMMAND WINDOW:** Messages from your followers and soldiers.
- 3) **DISPLAY WINDOW:** A small graphic of the current action.
- 4) **TERRITORY ATTRIBUTES:** Shows the level of supplies and troops.
- 5) **TERRITORY DATA:** The territory name, number and current date.
- 6) **COMMAND MENU:** Used to give orders to your troops and followers.



## ACTION INFO

**BANDIT KINGS**  
INFOGRADES £24.99  
TEAM: KOEI



Bandit Kings is the second in the new series of historical strategy games from Infogrames. It uses a similar control system to the initial release, Genghis Khan, and any comments made about that game also hold true to Bandit Kings. The depth contained in the game is amazing and despite the fact that the manual is well over 100 hundred pages thick it is possible to start play straightaway as the control system is very accessible. Bandit Kings is slightly inferior to the previous release but is still an outstanding game. Highly recommended for any strategy enthusiast.

## LEAGUE RATING

3 SUPREMACY

4 BANDIT KINGS

5 BREACH 2

STRATEGY

STRATEGY



At the beginning of the 12th century the Song Dynasty of China was dangerously close to collapse. The barbarians of the Jin Empire threatened to invade from the north and destroy the ruling family. Emperor Hui Zhong was so concerned with the external threats that he failed to notice the danger within.

The Imperial Minister Gao Qiu quickly rose to power within the government. This despotic tyrant soon became the authority in Song. Under his rule men who displeased him were exiled, while evil men who supported him were raised to positions of importance.

Eventually the best of the exiled heroes, the bandit kings, gathered together to oppose Gao Qiu and avenge themselves.

The game can cater for up to seven players and each takes one turn every month. You must build up popularity and followers until you have sufficient power to challenge Gao Qiu and kill him.

During normal strategic play the game presents you with a map of China divided into 49 regions. Alongside this is data on selected units and regions. Using drop down menus you can control the territo-

ries under your command. You can send your followers to search for supplies, build war machines and make diplomatic pacts.

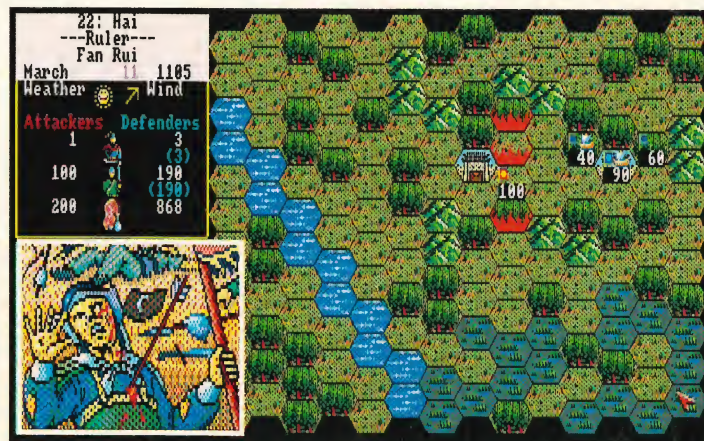
Each action you take will effect your popularity and the number of followers under your control. If you throw a feast for the whole village the people will be singing your name in the streets but when you take taxes from them you had best lie low.

(Inset) Defeating Gao Qiu is not an easy task. Many will fall in the battle to banish the evil minister and you may be among the victims as danger threatens your home.

When you engage another leader in battle the view shifts to a battlefield scene with the two opposing combatants facing each other. Each unit of warriors can be manoeuvred and positioned on the field and when they engage enemy units you can control the strategies and tactics they employ.

OVERALL  
SCORE  
**85%**

(Below) When a battle begins a close up of the combat area will appear. In this example fires have been started to block the movement of enemy units.



# Bandit Kings of Ancient China





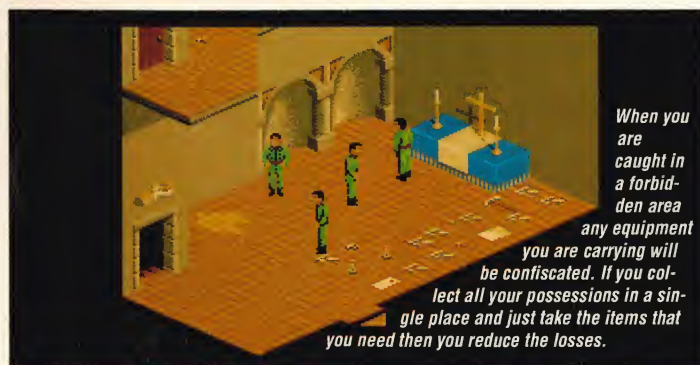




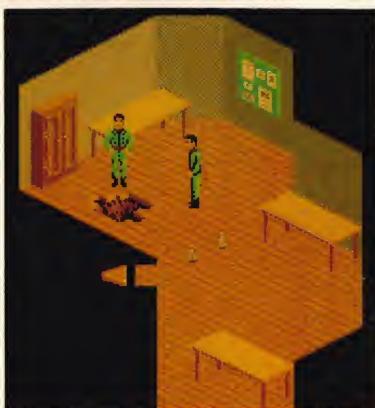
# Escape from



At regular periods the Germans will call an exercise period during which you will be able to visit all the non-restricted areas of the castle. At other times you are confined to your quarters. So make as much use of this free time as possible. The exercise period doesn't really last that long so you will have to be quick. Be careful to avoid the guards when you make your way back to your quarters otherwise the Germans will pick you up.



(Right) Having collected all the necessary equipment you have started to dig your way to freedom. There are several places from where you can start your excavations and it may take you some time to find the ideal location.



In order to find the items that are essential to your escape you will have to search the German offices. The rewards are great but there are great risks.

ARCADE ADVENTURE



During World War 2 Colditz was the most feared prisoner of war camp. Digital Magic Software have released

a game which allows you to control four of its captives, in an attempt to outwit the German guards and make a break for freedom.

## Chapter 1

Colditz. The Germans claim it is escape proof, they say that any man imprisoned there will never taste the fresh air of freedom again. We, the prisoners of a harsh war, intend to prove them wrong.

We are a small group of four friends that intend to liberate ourselves from this hell hole. There is myself – an Englishman, an American, Frenchman and lastly a Pole. Our plans are still in their infancy – we must search the castle extensively before we can start any work in earnest.

Our main problems at the moment are the restricted areas into which we cannot venture. Home made lock picks have allowed us some freedom but heavy security doors still block our way. The German guards make life difficult but even they cannot be everywhere at the same time.

## Chapter 2

Our explorations are finally getting us somewhere. Using keys that we have acquired from some sleepy

guards we are now able to open some of the security doors. The areas beyond them are of course restricted. We are finally building up a map of the castle which will be an invaluable aid in our attempts to gain freedom.

My American colleague was caught in the store rooms and as punishment was placed in solitary confinement for several days. The biggest set-back however was that the security keys he was carrying were taken by the Germans. We will now have to search for replacements.

## Chapter 3

Our plans are finally coming together. We have now managed to collect pick-axes, shovels and other equipment that can be used for tunnelling and candles are now being gathered so that we light our way. A single gate pass has been found and if we can get our hands on a German uniform one of us may be able to bluff his way past the sentries and make it to freedom.

## Chapter 4

We have finally started tunnelling. After removing a small section of the floor boards in the chapel we started to excavate towards the northernmost castle wall. While one of us tunnels another must keep an eye out for any approaching guards. A second tunnel starting in the canteen is being planned at this very moment.



Before launching yourself into a major escape plan it is quite a good idea to check that all your characters are in place and ready to take whatever course of action you may decide. This will also pause the game so that you can take a breather.



# om Colditz



The Pole has managed to get hold of a German soldier's uniform. After hiding it in a safe place he was caught by a guard and placed in solitary confinement. They are sure to question him - the Germans are becoming suspicious.

## Chapter 5

The tunnels are nearly complete - it will take only a few more days' work before freedom is ours. We must very cautious in these late stages. The German patrols have become more frequent now. For them to find our work at this stage would be disastrous. Using the uniform and pass that we have in our possession my Polish friend intends to make his escape attempt tomorrow night. The rest of us will follow using the tunnels as soon as possible.

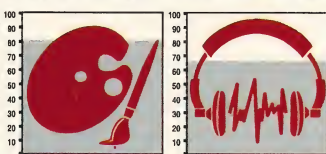
Bad news. My French companion has been brash. Using a rope he tried to scale the outer wall during the night. He was obviously discovered by the Germans and shot. He will be sorely missed. Our own attempts at freedom must begin now. To delay will mean certain discovery by the more vigilant patrols.

The packaging to the game of Colditz is excellent and includes a map of the castle and the actual novel on which the game is based which provides excellent reading.

OVERALL  
SCORE  
**83%**

## ACTION INFO

**ESCAPE FROM COLDITZ**  
DIGITAL MAGIC £24.99  
TEAM: JON LAW & MIKE HALSALL



*Colditz is based upon the board game of the same name produced by Gibson Games and follows the original quite closely. Sound and graphics are adequate for this type of game but they do have flaws. For example the screen update becomes jerky at certain points during the game. The biggest let down is the lack of save facility. You will have to play from start to finish in one go and given the size of the playing area this could take some time. Finishing the game will require a lot of patience, but arcade adventure enthusiasts or fans of the board game should definitely check this one out. It's nice to see that they have included the novel by P.R Reid as this gives an invaluable insight into the actual goings on that shaped the board and computer game. Colditz is definitely recommended but it requires a great deal of devotion.*

## LEAGUE RATING

20 GOLD OF THE AZTECS

21 COLDITZ

22 SHADOW OF THE BEAST

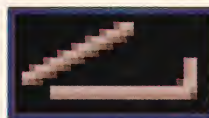
ARCADE ADVENTURE

## I AM NOT A NUMBER — I AM A MAN



### CANDLE

Allows you to see when in the underground tunnels.



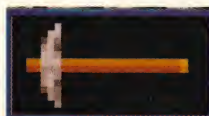
### LOCK PICK

Will open any door that hasn't got a security lock.



### SILVER KEY

Will open any door with a grade one security lock.



### PICK-AXE

Used for opening a tunnel in the courtyard.



### STONE

Throw it to distract any of the German guard.



### GOLD KEY

Will open any door with a grade two security lock.



### PASS

If you show your pass to a guard he may let you into a restricted area. But this may not always work.



### PAPERS

These fake German identification papers may get you through the main gate. Keep them safe.



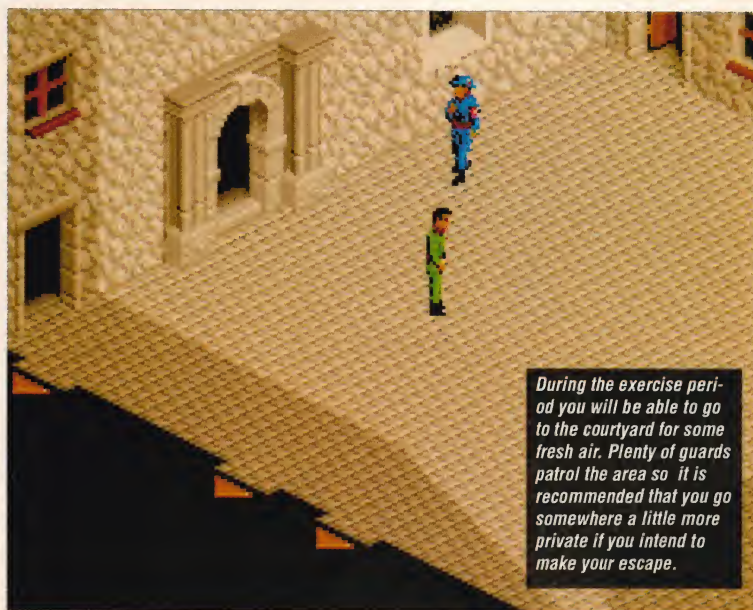
### SAW

To start a tunnel inside you must first remove the floor boards with the saw. Then you can enter into it.



**YOU HAVE BEEN CAUGHT IN A FORBIDDEN AREA  
YOU ARE TAKEN TO SOLITARY CONFINEMENT  
AND ALL OF YOUR EQUIPMENT IS CONFISCATED**

*Naughty, naughty. You have been caught in a restricted area and the guards have placed you in solitary confinement. It could be hours before you are released so any plans you had may have to be abandoned.*



*During the exercise period you will be able to go to the courtyard for some fresh air. Plenty of guards patrol the area so it is recommended that you go somewhere a little more private if you intend to make your escape.*



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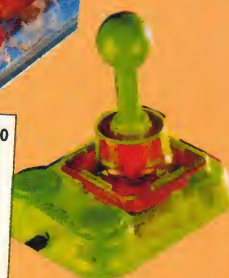
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– *Amiga Computing*, May 1990



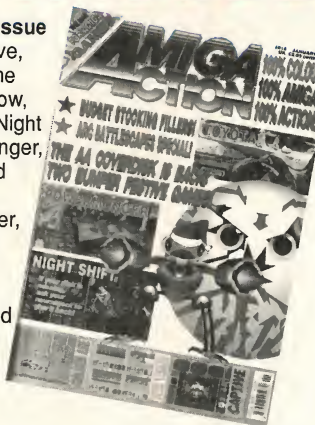
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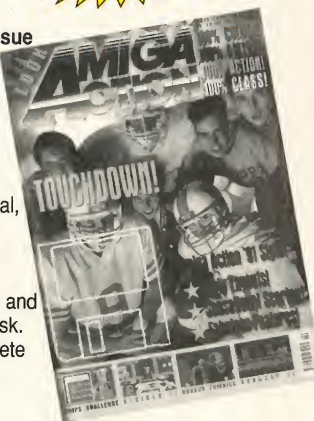
### January 1991 issue

Reviews: Captive, Toyota Rally, The Killing Gameshow, Team Yankee, Night Shift, Powermonger, Golden Axe and more.  
GTGAs: Cadaver, F19 Part 2 and Final Battle.  
Coverdisk: James Pond and Horror Zombies from the Crypt.



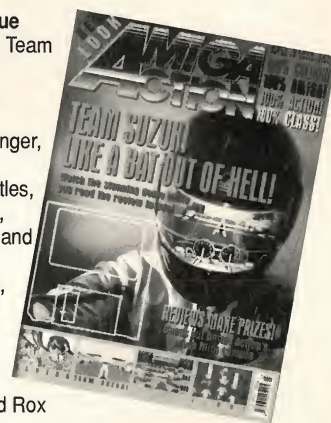
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Brand new scoring system complete with league tables.  
Reviews: Chips Challenge, Mystical, ATF2, Striker and more.  
GTGAs: Captive, Rick Dangerous 2 and Falcon Mission Disk.  
Coverdisk: Complete playable game – Mean 18.



### March 1991 issue Special Feature: Team Suzuki

Reviews: Elvira, Dragon's Lair II, Warlock the Avenger, Z-Out, Teenage Mutant Hero Turtles, MIG-29 Fulcrum, Prince of Persia and much more.  
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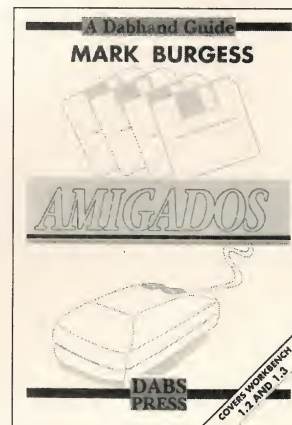
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Only a few demos have been received over the past few weeks, so naturally we could only extend the coverage to what you see on the page below. This month we have three people to thank for sending in a collection of their latest demos. If you want any of these contact either A Bit on the Side, CYB Computers or NBS.

# DEMO



1

2

**1** An excellent demo to show off the capabilities of your Amiga is Fillet the Fish, offering superb animations and hilarious cartoon capers.

**2** Another superb PD disk is the Chaos Rock demo sent to us by A Bit on the Side. It features some really great music accompanied by some rather dated psychedelic effects.

**3** Another great animation for one megabyte users is the Car and Unicycle anim demo featuring two animated sequences that eventually join together when the car hits the cycle.



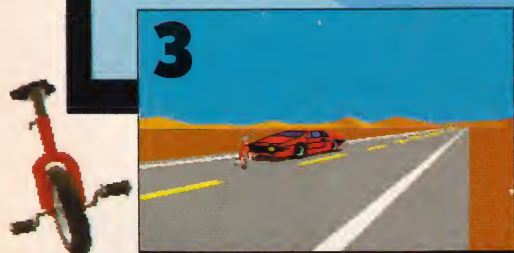
**4** There are absolutely loads of Star Trek animation demos, each one usually depicting a classic scene from one of the films. This demo disk shows the Reliant being repaired as you scan over the bridge and turn to see other famous starships.



**5** Making a change from the usual Batdance remixes that appeared a while back is this fairly long sequence showing Batman being flattened by the Joker, before he eventually gets his own back using a Bat-Bat!?!?

**6** Chuck makes a re-appearance in AquaChuck and CyberChuck (shown here). Also featured is a man running on water plus a dancing Coke can!

**7** A bundle of animated digitised pictures from the film Rollerball are featured on, yep, the Rollerball demo. However, you do need one megabyte and two disk drives to run it.



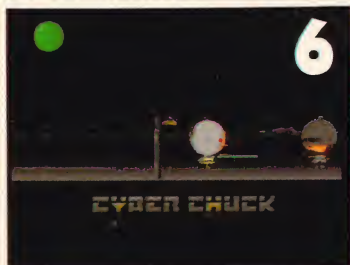
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6



7

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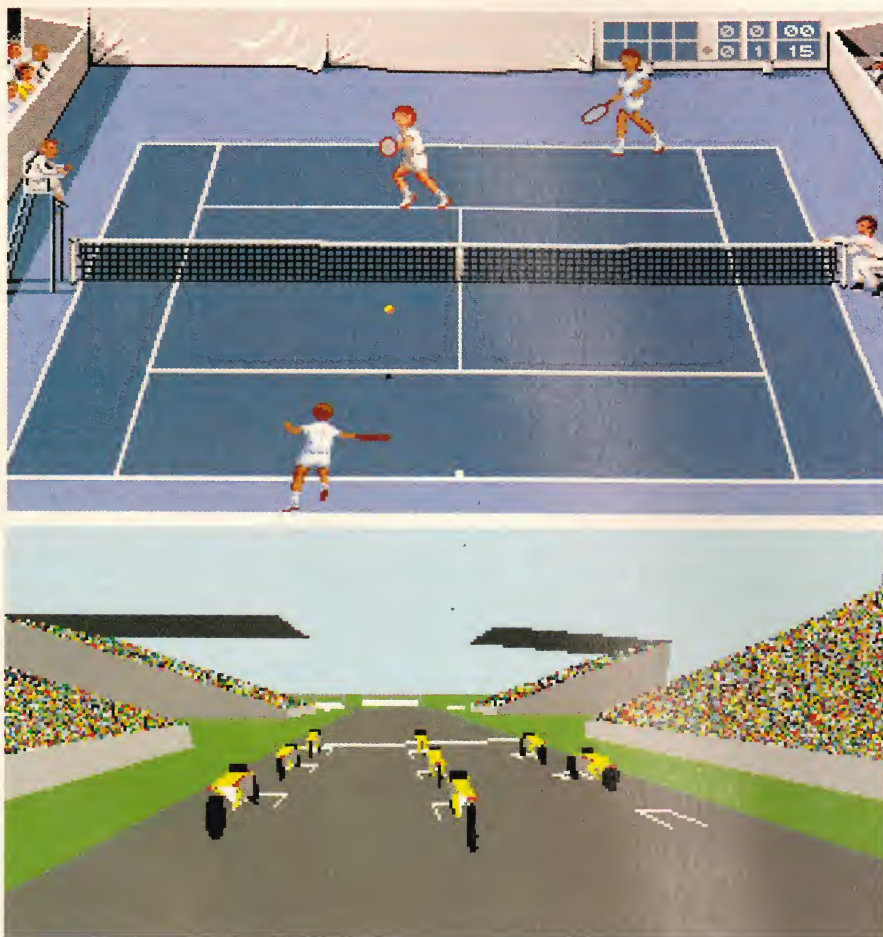
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## A BEAST OF A PROBLEM

I have recently bought the latest Amiga Action and to be quite honest, I think it is brilliant. For Christmas me and my brother received an Amiga and your magazine has helped us to understand the great variety of games available. I purchased *Shadow of the Beast II* on the basis of your excellent review but I cannot get past the monster that appears just behind the waterfall. Can you help?

Also, I have one or two other queries:

1. In your opinion, what are the best adventures I can lay my hands on?
2. What is the best golf game for the Amiga?
3. Are there going to be any more new releases from Psygnosis?
4. How much does a decent modem cost?

Andrew Thompson, Edinburgh.

Hi Andrew, thanks for your generous comments on the mag. When we reviewed *Beast II* a few months back, Alex and Doug were also having problems in defeating that same monster. As far as I can tell, the giant cyclops needs to be lured over the bridge. When he follows you, he'll fall through leaving you to carry on.

1. In my opinion Sierra adventures are by far the best. I suggest you look at the *Space Quest* or *King's Quest* series.

2. There are a number of decent golf games on the Amiga, but one that represents excellent value is *World Class Leaderboard*, now available from Kixx for £7.99.

3. Psygnosis have just released the superb *Lemmings*, and last month they released *Obitus*. The only other game in the pipeline is *Armour-Geddon*, a futuristic battle simulator.

4. It depends on what you mean by a decent modem. A really top quality modem will set you back a lot of groats. However there are two cheaper types available: dual speed (1200/75 baud only) and multi-speed (1200/75 and 1200/1200 baud). You can still pick up a dual speed modem for around £80. Try Pace on 0274 488211.

The more popular and faster multi-speeds are naturally more expensive at around £280. You can also try Eurolink on 0625 878888.

## HOT ROD HIJINK

Last night, armed with my joystick (I beg your pardon?) I played the

daylights out of Activision's *Hotrod*. Don't ask how long for, because I stopped counting after the first hour.

I was hoping to complete it that night, but after completing the first hundred screens I decided to give up as it was 4 o'clock in the morning. I wonder if you could tell me if the game ever finishes, or whether it carries on repeating tracks?

Mark 'bored' Donovan, Hants.

You seem to be having the same problem that Alex had when he reviewed the game many issues ago. He played it for well over two hours and managed to complete over 120 stages.

In answer to your question, as far as I know the game keeps on wrapping around, but if anybody has persevered through it to the end, please let us know.

## STRATEGIC INFO

This may make you feel a little sick but I am trying to get some information on a strategy war game I used to play on the Dragon 32. It was called *Strategic Command* by Microdeal, and the reason I thought it was so good was the fact that you could play with two players at the same time. I was hoping you could give me any help on an Amiga version, or something similar.

Ian Dryden, Newcastle.

I have good news and some bad news. The bad news first: No one here can ever recall a game called *Strategic Command* on the Amiga by Microdeal or any other company for that matter. However, Doug has said that *Conflict Europe* had a similar option for two players, so I suggest you try that one.

## YOU'VE BEEN FRAMED

I have been an Amiga owner for a few months now and I now have a couple of questions I need to ask you.

1. I know someone at my school who pirates computer games and has on a number of occasions tried to sell me them. Of course I have refused but he just won't stop pestering me.

He says he has an uncle in the States who works for Ocean and gets him the games before they are

released but I don't know whether he is telling the truth or not. When we confronted him, he denied the accusations, so we got copies of a few off him i.e. *Hard Drivin'*, *Hotrod*, etc, so we would have proof against him. What I would like to know is will I get prosecuted for handling pirated games and should I inform F.A.S.T. of our story?

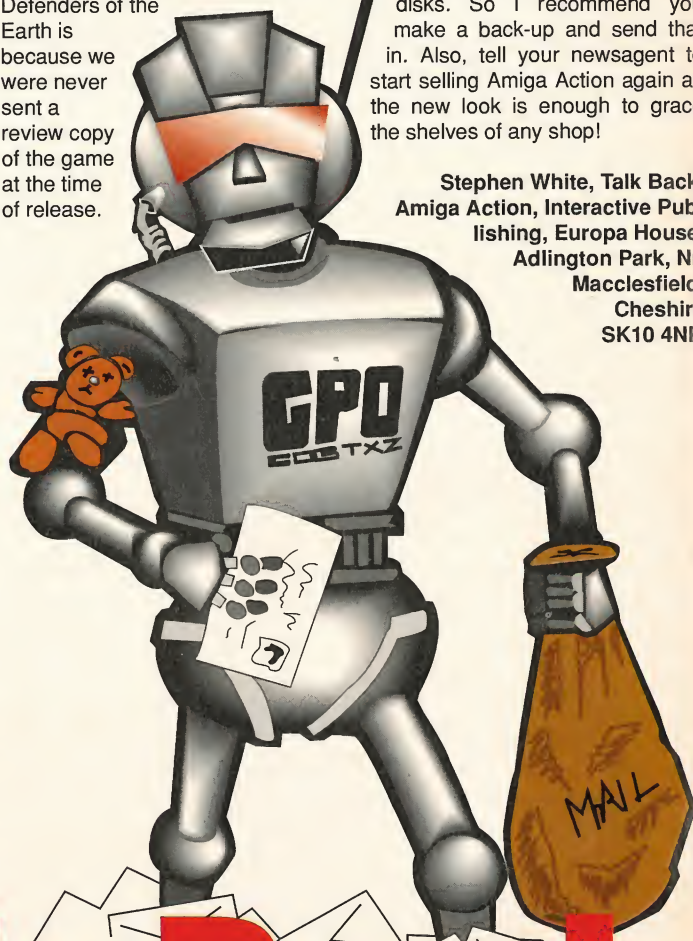
2. Why have you not reviewed *Defenders of the Earth*? If you don't intend to review it, could you please tell me a score so I can decide whether to buy the game or not?

3. Is there a cheat for *Rainbow Islands*?

Anonymous.

If you are worried about being prosecuted yourself, you should be fine if you send the pirated disks to FAST straightaway. Remember that pirating software is against the law, and if you can supply information to assist FAST in their aims, you could get a reward.

The reason we didn't review *Defenders of the Earth* is because we were never sent a review copy of the game at the time of release.



However, we have now played it and scored it 62% overall.

As for a *Rainbow Islands* cheat, I don't know of one for the Amiga version.

## READER GALLERY GONE?

Last year I bought a copy of *Amiga Action* and noticed the *Reader Gallery* page. I saw the quality of the graphics and got to work on *Photon Paint*, and made some good piccies. I then decided to purchase the next issue of *AA* and to my horror my newsagent had stopped selling it.

I was wondering if *Amiga Action* still featured *Reader Gallery* and if so, do you return the art disks?

Michael Woozley, Swansea.

Luckily for you, Michael we still do the *Reader Gallery* page, although the response in the past three months has been very poor. Feel free to send in any artwork that you may have done, but sadly we cannot guarantee to return the disks. So I recommend you make a back-up and send that in. Also, tell your newsagent to start selling *Amiga Action* again as the new look is enough to grace the shelves of any shop!

Stephen White, Talk Back, Amiga Action, Interactive Publishing, Europa House, Adlington Park, Nr. Macclesfield, Cheshire SK10 4NP.

# Talk Back



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# Late Kick Off

Here we are again at the end of another issue with a selection of games that just missed proper reviews. Keep an eye out for next month's issue where you should expect to see full reviews of Railroad Tycoon and Turrican II.



## RAILROAD TYCOON MICROPROSE — £29.95

This game is set in the early 1800s when factories are beginning to rise, the population is swelling and the industrial revolution has begun.

A perfect opportunity has arisen for you — the population is spreading West and you've the chance to earn phenomenal wealth. Build a railway that successfully links the various parts of the USA and Europe, and keep expanding while maintaining the old track in good condition.

Compete against other famous rail barons from the era, and build your way to success in both the press and public's eye. Watch your treasury increase along with the your power.

### HOME

- Nice graphics
- Realistic sound effects
- In-depth gameplay with large game area
- Educational

### AWAY

- Perseverance needed
- May not appeal to everyone



## SKI OR DIE ELECTRONIC ARTS — £24.95

Ski or Die has been available on the PC for quite a time now, but it has finally arrived on the Amiga. Believe it or not, Ski or Die is about skiing and other events involving snow.

There are five events in all: Snowboard Half-pipe, Snowball Blast, Acro-Aerials, Innertube Thrash and Downhill Blitz.

Half-pipe is viewed from behind your man, and involves you performing a number of tricks while moving down a half pipe. Snowball Blast is a fight between you and a number of kids who

are lobbing snowballs at you.

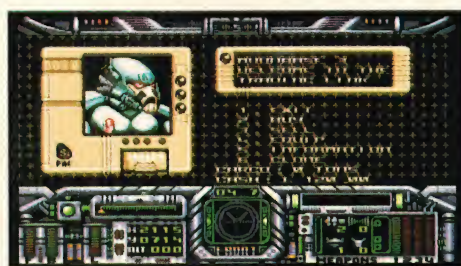
Acro-Aerials is another event based on tricks, whereas Innertube Thrash and Downhill Blitz are a race against time.

### HOME

- Good variation of events
- Great fun to play

### AWAY

- None



## MOONFALL HEWSON — £24.99

It was a while ago that Mercenary came out. It was somewhat of a hit and probably Novagen's most popular game. Moonfall is almost identical in look, but vastly different in gameplay.

You are a pilot on a starship called Dedalus I on course for Wolf 359. Unfortunately, a small moon that has strayed out of its orbit happens to be in your path, forcing you to make an emergency landing on the planet.

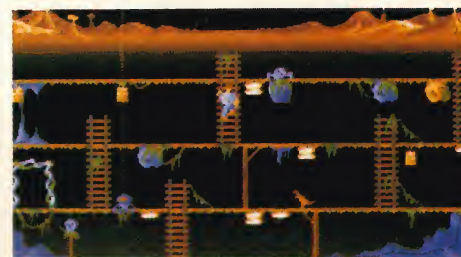
Unable to leave, your only choice is to run missions for the alien inhabitants to stay alive.

### HOME

- Solid 3-D graphics with real time shading
- Fifteen underground bases
- Eight missions to complete

### AWAY

- Fairly monotonous gameplay



## A PREHISTORIC TALE THALION — £24.95

Before the dawn of mankind dinosaurs roamed the plains of Earth. You must travel back millions of years to the times when these giant lizards ruled the planet unchallenged, that is

until they became extinct many centuries later. You must journey on a prehistoric tale to save the dinosaurs.

A Prehistoric Tale can be played solo or two player simultaneously. Your job is to transfer dinosaurs from a seismically active area (you know, a place where there are loads of volcanos and earthquakes) to a quieter region. To do this, you must teleport the eggs and their hatchlings.

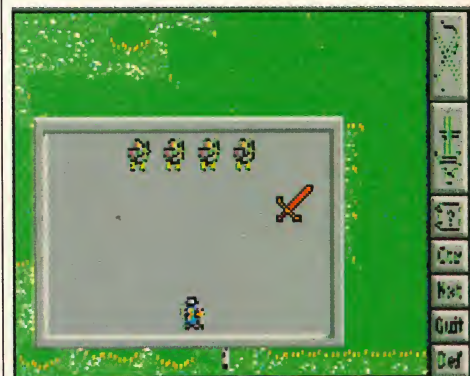
There are 80 levels in all and the task ahead isn't going to be an easy one. The parent dinosaurs are not all that keen on you taking their offspring and have other plans for you — dinner!

### HOME

- Cute graphics
- Nice sound

### AWAY

- Far too repetitive



## WARLORDS SSG — £24.95

Remember Gold of the Americas, a neat strategy game? Well this is from the same software house, SSG, and is an eight player game set in the mystical land of Illuria. Build up your army of orcs, elves, dwarves and other fantastic creatures in a campaign to crush your enemies underfoot.

During the peace treaty, the world was at rest. However, now it has ended the eight warlords are all power hungry and insist on destroying their opponents.

You begin the game with a lone castle and a small treasury, and from this you must increase the size of your army and build and create defences before going on the attack for more spoils.

### HOME

- Simple icon control system
- Good graphics
- In-depth gameplay

### AWAY

- Sound is a little sparse
- Needs 1 meg



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# AND FINALLY...

## CAUGHT IN THE ACT



The Main Man of Interactive, Hugh Gollner, is seen here phoning up one of those naughty chat lines. In fact, Hugh has just acquired himself a new girlie friend. Although we refer to her as new it is true to say that Hugh has never had any old girlfriends. In fact, he's never had a girlfriend at all!

Hang on a minute, what's this Hugh? Leave now? What do you mean?



## WHAT A BOOZER!

You may not recognise this young lady but it is Interactive's Advertising Manager and keep fit freak, Jane Conway.

Now Jane tells us that she not a heavy drinker but we think differently. This picture tells it all! Jane is such an incessant drinker that when she's too drunk to hold the bottle she has to get some assistance. The glowing cheeks and starry eyes are all you need to see to realise that she needs help. Any ideas, send them in.



## COVERDISK BLUES

Amiga Action runs fairly smoothly from month to month but there is one job that leaves us all quaking in our boots and that is the job of getting the coverdisk. This responsibility is tossed around like a rather soggy lettuce. No one wants it!

The Ed is normally blessed with getting the coverdisk together but the strain has finally taken its toll and therefore he has decided to shun the responsibility and give it to someone else, after all, he makes the final decisions and anyone who argues with him gets thrown under a speeding train.

The person nominated for the task at hand happens to be a certain jug-eared fink who you all know well – Doug.

On hearing the news Doug breaks down into a useless blob. Just look at the relief on the Ed's face and the utter horror on Doug's face on hearing the news.

Unfortunately, there is no such thing as sympathy at Amiga Action and so Doug is forced to go and whimper in one of the corners of the office. Oh the joy of being the editor of Amiga Action!

## DELTA FORCE

We recommend that you try out a little Amiga Action party game – Delta Force. Unfortunately, it is a little dangerous so take care. This is a joke so don't try it otherwise we'll get letters of complaint from your moms.

Three people start at the top of the stairs. The first person, or leader, slides head first down the stairs at great speed. The other two fol-

low. The result: – a rather large mountain of groaning bodies with a few twisted and broken limbs. But take a look at the burn marks. Now you are a proud member of the Delta Force.

Amiga Action cannot be held responsible for any subsequent injury or deaths resulting from the dangers of this new sport. So don't take it out on us.



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## A KISS?

Last month we printed the winner of the Aaah, It Must be Jane compo but we just had to show you this entry which will also win its creator a copy of Team Suzuki from Gremlin Graphics. The artwork is excellent and even Jane commented on how realistic it was.

We think the fangs could have been longer but the hair is just right as well as the mouldy features. Well done Paul Henderson.



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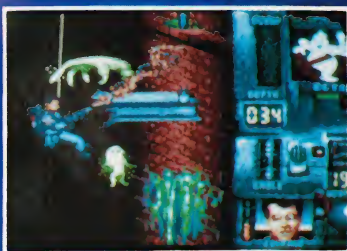
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